

THE HOTTEST
ALT GIRLS IN
ONE MAGAZINE

VIVI STERLING

MOGEN JO • BEA DUX • SIAN MARIE

ISSUE 88 • FREE

ENTERTAIN

FEATURING

RADIO 1'S BIG WEEKEND,
GROEZROCK FESTIVAL,
CROSSFAITH, PARAMORE
AND MORE...

with
WILD & SONS
PONTIAC
TRANS AM

AND
SOME SICK
CLOTHING FROM

ALICE VANDY
MALICE LINGERIE
MR. DUCKTAIL
GAMILY CLOTHING
& MORE

ALSO...

LEGEND OF ZELDA
QUAKE CHAMPIONS
MOTION TWIN
GAMER GIRL & MORE

#88
YANA
SINNER





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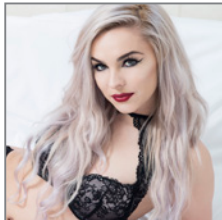
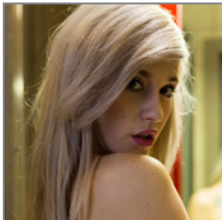
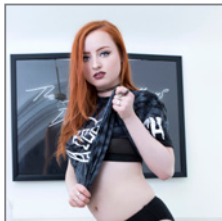
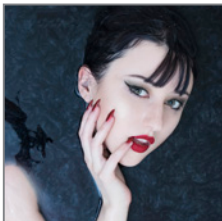
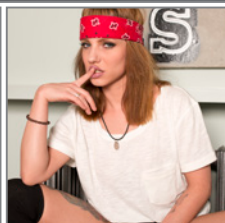
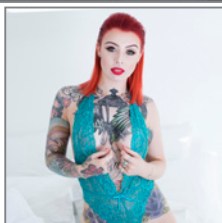
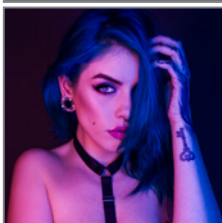
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YANA SINNER

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PHOTOGRAPHER: JACK RUSSELL @JACKRUSSELL_PHOTO
MODEL: ROUGE SUICIDE @SHOWMEYOURTITCH



BEA DUX

Photographer: ATOM



Hey Bea! Welcome back to Elite, for those who don't know you, tell us a bit about yourself: Hey! I'm a pocket sized weirdo with my fingers in too many pies.

What was it like to work with ATOM on this shoot? ATOM was awesome to work with, as always! He made me feel comfortable throughout and had me in fits of giggles constantly, I can't wait to work with him again.

What was your favourite part of the shoot? Probably pulling the boobie tape off. It stung, but was oddly satisfying...

**WHAT'S YOUR
FAVOURITE PART
OF YOUR BODY AND
WHY?** I REALLY LIKE
MY HANDS BECAUSE
THEY HELP GET PIZZA
INTO MY MOUTH WAY
EASIER THAN IF I
DIDN'T HAVE THEM.





Photographer: ATOM

On a scale of one to ten, how good looking are you? On a scale of sweet to potato, how hungry are you?

If you could model for any brand, product or company, which would it be and why? I've been lucky enough to model for most of the companies I always wanted to work with! Though I've kinda got my eyes on Disturbia at the moment - have you seen Mel Clarke's latest shoot for them? Dear lord.

2017 has been a pretty big year for you so far, hasn't it? It definitely has, this year saw the launch of my very own online store: beaduxstore.bigcartel.com, I was also featured on the cover of Elite (which fucking rocked), I've shot in two countries already and I've hit a few awesome milestones on social media. Hustlers never sleep!

What is your favourite flavour of ice cream? It hasn't been released yet, but I hear Scroobius Pip wants to create his own flavour of Ben & Jerry's - and with his extensive ice cream based knowledge, you just know that would be fucking delicious.

WHAT'S YOUR
FAVOURITE SONG
CURRENTLY? TREAT
YOUR MOTHER
RIGHT - MR T.





**WHAT'S A GUARANTEED
TURN ON FOR YOU?
BRINGING HUMMUS AND
PITTA BREAD TO ME AS I
LAY IN A BUBBLE BATH.
THEN CLOSING THE
DOOR BEHIND YOU AND
LEAVING ME ALONE.**





If you could take us to any festival, which would it be and why?

I'd definitely drag your arses to Download Festival this year because I'm going to be performing with the Suicide Girls Ballroom Blitz crew! You can catch us and Total Uprwr on the Wednesday night in the Dog House. It's actually going to be insane. Rebecca Crow has planned her most spectacular performance yet, I can't wait to see it in action and to party with everyone there!

If you could listen to one album for the rest of your life, what would it be?

This is really fucking tough. I have a lot of favourite albums... Either Basement - Colourmeinkindness or Tides Of Man - Young and Courageous. Oh! Or Pearl Jam - Ten.. Okay I could go on for a while now so Imma just stop myself.



Describe your perfect photoshoot:

Okay, get this: Me in nothing but my piggy onesie, cuddling piglets. Also puppies are there. And a single flamingo.

We noticed that you've done a lot of travelling recently, where has been your favourite place?

There's a tiny town in Spain called Mijas that is home to some of the most breathtaking scenery I have ever been fortunate enough to behold. So either there or Blackpool.



What do you like most about Elite? The fact that every model featured is treated with adoration and respect. Featuring in Elite has always been an absolute pleasure and to become a covergirl for you this year was awesome. Team Elite is definitely a family I'm proud to be a part of.



Do you have any more travel plans for this year?

Hell yes! I'm travelling for a month through Asia and shooting around Thailand, which should be really fun! I'm going to be posting all about it throughout my travels on my Patreon, which if you haven't looked at yet, you definitely should: www.Patreon.com/BeaDux. After that I'm thinking of hitting up LA as I have friends out there shouting at me to visit and I'm hoping to swing by Philly again as soon as possible. Next year I'm looking towards Australia and Japan, but we'll see!

Finally, is there anything you would like to say to the Elite Readers?

Harry Potter is for people of all ages and Happy Birthday always sounds cooler when it's coming from a duck. Make sure you follow me to keep up with my ridiculousness:

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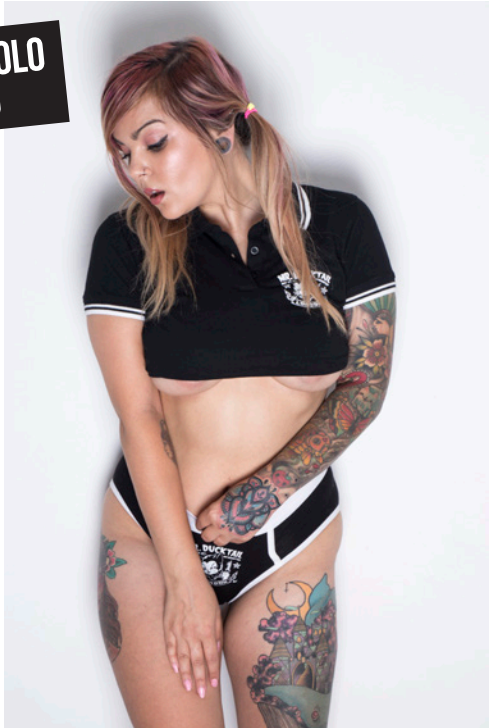
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ELITE:STYLE Photographer: ATOM | Model: Keshia



Sian Marie

THE INKED REDHEAD IS BACK!

Photographer: ATOM







Hey Sian! Welcome to Elite, tell us a bit about yourself: Hey guys! I'm so happy to be back! Sooo I'm Sian, I'm 24 and live in Surrey, but I'm from right down south in Devon. I'm a full time mama at the moment, but I'm also a hair stylist. I love avocado and marmite and I hate being tattooed.







Photographer: ATOM

**WHAT'S YOUR FAVOURITE PART OF YOUR
BODY AND WHY? PROBABLY MY BUM, I'M
ALWAYS GETTING COMPLIMENTS ON IT.**





You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why? Tom Hardy, because he's beautiful and the thought of him wrestling around with me covered in jelly does terrible things to my vagina. Mila Kunis and Channing Tatum because.. God damn. And Marilyn Manson because I think he'd be a laugh.

If you could model for any brand, product or company, which would it be and why? Creepyyeha because their harnesses are dreamy.



Photographer: ATOM

What was it like to work with the photographer on this shoot? Awesome! ATOM is so lovely and does everything in his power to make you feel completely comfortable on shoot.

What was your favourite part of the shoot? Rolling around on a bed with Dannika, obviously. ;)

On a scale of one to ten, how good looking are you? A solid 12. Duh.

What's your favourite song currently? Papa Roach - Help.

What would you like Elite readers to take away from your pictures in our illustrious mag? I hope they're wanting more.

What's a guaranteed turn on for you? Neck biting and absolute confidence.

Describe your perfect photoshoot: This one was pretty damn perfect.

How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck? Definitely luck and good genes at the moment haha.

What do you like most about Elite? I love the fact Elite features girls of all shapes, sizes and ethnic backgrounds! And everyone is actually in the alt scene, I feel some mags don't stay true to what being alternative is all about, but I think Elite does an amazing job at featuring the hottest alternative girls.



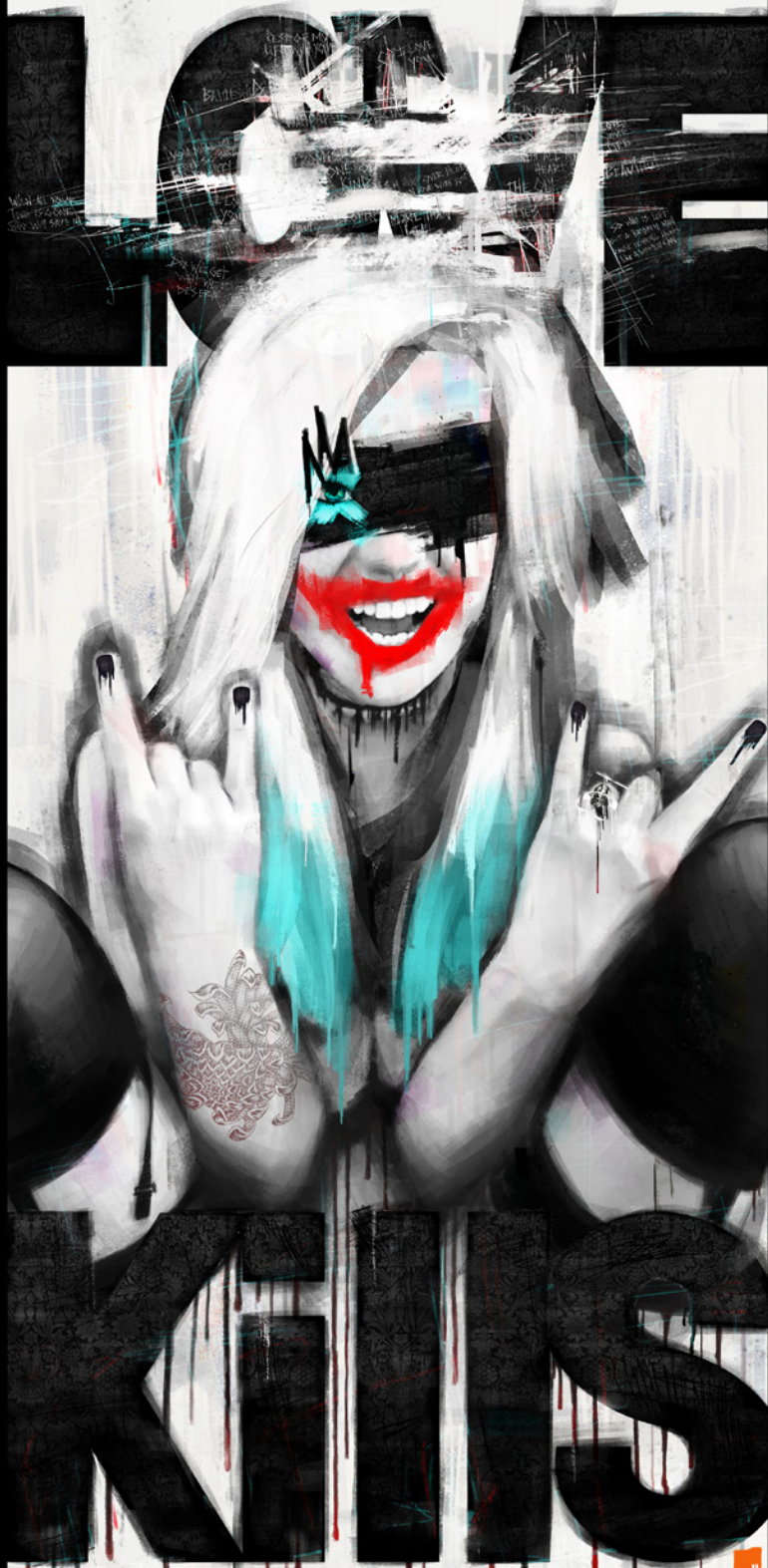
**FINALLY, IS THERE
ANYTHING YOU
WOULD LIKE TO
SAY TO THE ELITE
READERS? BYE
FELICIA, THANKS
FOR HAVING ME XO**







#LOVEKILLS



#STAYMOTIF



VIVI

Sterling





Hey Vivi! Welcome to Elite, tell us a bit about yourself: Hey! I'm a 5ft tall drink of water from Dallas, Texas but I have been living it up in Glasgow for nearly a decade.

We'll start with the burning existential question... What bra size are you? I'm a humble 34 B cup with a bit of bee sting. My nipples are pert and I'm surprised I've not poked an eye out yet.

What was it like to work with the photographer on this shoot? Gemma was amazing and should I add gorgeous. It was a late one after we smashed a shoot for a lovely clothing company with the beautiful Plum Suicide, who was a pleasure to work with as well.

What was your favourite part of the shoot? Good chat, good folks, drinking wine, eating pizza and crawling all over the place and whatever bendy positions I could get into during the shoot. The location was rented for the photo shoot so wanted to make the most of this pimp place. Did I mention getting shot by Gemma was fucking amazing. Her work is gorgeous. Was a huge honour. I hope to have the pleasure again.

What's your favourite part of your body and why? I would say my nipples. They are so firm I can't get them to shut up.

What's your favourite item of clothing? My vintage Van Halen tee. I wear it all the time without underwear at home. I call it my lucky shirt. Any interviews for work or other professional shenanigans always hooks them. I've had many requests for folks trying to buy it but it's priceless. I also like crotchless panties. I hate wearing underwear or bras. I go commando but crotchless gives you that sexy feel without the wedgie.

WHAT'S A
GUARANTEED
TURN ON FOR YOU?

MISCHIEVOUS
INNOCENT EYES AND A
WELL TAILORED SUIT.





PHOTOGRAPHER: GEMMA EDWARDS



IF YOUR LOVE LIFE WAS AN ANIMAL, WHICH WOULD IT BE?

A FOX. THEY MATE FOR LIFE BUT THEY ARE LOYAL, CLEVER AND FUN. I'M SINGLE BUT STILL LOYAL AND HOPEFULLY FUN WHEN IT COMES DOWN TO MY FRIENDS WHICH IS MOST IMPORTANT. GOOD FRIENDS MAKE EVERYTHING ACE.

Photographer: Gemma Edwards







PHOTOGRAPHER: GEMMA EDWARDS



What does it mean to you to join the Elite family? Nice to be back with you. I've been the prodigal son. I've had the pleasure of doing a cover and feature with you in 2013. I've been hiding for a bit. Familia for life even if astray for a bit my lovelies.



How did you come to become a model? A model didn't show up for a shoot for a very well known photographer I worked with in Houston, Texas. I taught models how to move and work their bodies for shoots. I was a gymnast and ballet dancer when I was a wee girl. I was asked to fill in for the model that didn't show and the photo got published when I was 19 and the rest is history. Standing and posing or being told what to do doesn't get you work in this industry. If you're getting paid put the work in and make it awesome. Be inspirational and kick ass.

Elite have HYPOTHETICALLY agreed to buy you some new underwear, where would you send us to get it? There's a place here called Silks and Secrets. They have it all! Lingerie, sex toys, shoes and stockings. You can also treat me with goodies to my home address that would be private for your eyes only. I'll gladly model it! Black lace, latex or nipple clamps (never used them yet) is my favourite. Another Elite shoot for you in those undies? Crotchless panties? Bring it! X

Yes or no, have you ever seen the film "The Empire Strikes Back"? That is the best Star Wars movie of the trilogy. Star Wars is a trilogy within a trilogy when you think about it.

What's the weirdest location/prop you've had on a shoot? I'm so open to everything. I am a 'don't knock it til you try it' kind of gal. Nothing surprises me. I did have one photographer many years ago who wanted to take a photo with me in Doc Martins standing with nothing else on at the end of our shoot. I was nude which was fine but he came out from the bathroom in his docs naked and asked to take a photo with me. I was shocked and thought a photo with him would be harmless because I had no time to react. It was harmless. He was polite and nothing untoward but a warning or my permission to do that would have been great. I was not impressed.

How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck? Good genes or dumb luck. I walk 20+ miles a month cause I don't take public transport. I live close enough to town, that I don't need too. I love putting on music with my headphones and just walking about with a cigarette. 2/3 miles for me isn't a long walk. No taxi for me. Though I'll take the underground if I'm in a rush.



Photographer: Gemma Edwards

**WHAT DO YOU LIKE MOST ABOUT ELITE?
THE EDITOR. BEST LOVELY SOUL EVER. I'LL
NEVER FORGOT US DRINKING IN VARIETY BAR
IN GLASGOW CAUSE HE NEVER DRINKS AND
HE DRANK IT UP WITH ME. BEST NIGHT EVER.
PLUS YOU GOT MAJOR BABES HAPPENING
ELITE. IN NO WAY IS THAT DISAPPOINTING.**





Do you have any final words to the Elite Readers? I hope you enjoy this interview as much as I loved answering it. I hope you dig the photos and all the amazing work that I had the privilege and honour to do with Gemma. She's the ultimate photographer babe.

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IMOGEN JO

Photographer: ATOM





Hey Imogen! Welcome to Elite, tell us a bit about yourself: Hey! Originally I'm from Newcastle. I moved to the US when I was 9 and kind of moved all over the place growing up. I moved to Chicago for school and then LA to follow my dreams! I've been modeling since I was 18. I always wanted to do it and kind of just threw myself in head first. I'm also an artist. I do FX makeup and make monsters!



**WHAT WAS YOUR
FAVOURITE PART OF
THE SHOOT? I LOVED
SHOOTING WITH THE
BLACK HEX BATH BOMB.
I HAVE TO GO BUY TEN OF
THEM NOW SO I CAN HAVE
SPARKLY GOTH BATHS.**





Photographer: ATOM

What was it like to work with the photographer on this shoot? He is the best! He has the greatest dad jokes I've ever heard... I think.

On a scale of one to ten, how good looking are you? "Really really good looking!" I don't know where that is numerically though! And yes I'm quoting Zoolander, by the way!

If you could model for any brand, product or company, which would it be and why? Agent Provocateur. They have the most beautiful lingerie ever. Plus if I modeled for them they might just give me a bunch of it! If you're reading, AP, I will take payments in lingerie.

You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why? Peter Steele, I would bring him back from the dead somehow and then he would probably win because he's like seven feet tall. Then Christina Aguilera in the Dirrrty video, because I would want her entrance to be like in that video. Shirley Manson, because she's my hero and I just really wanna meet her. And definitely RuPaul, so he can tell the loser to "sashay away"

What's your favourite song currently? I've been listening to Britney Spears practically non-stop lately. I really like the song Liar off her new record.

What would you like Elite readers to take away from your pictures in our illustrious mag? I hope everyone enjoys them! This was actually my first shoot out of the US in my home town so it was really special to me!

What's a guaranteed turn on for you? Sense of humor for sure, and tattoos!





WHAT'S YOUR FAVOURITE PART OF YOUR BODY AND WHY? I GET COMPLIMENTED ON MY BOOBS A LOT SO PROBABLY MY BOOBS OR MY EYES! I DEFINITELY LIKE MY EYES BECAUSE I HAVE A LOT OF FUN WITH MAKEUP. AND THEY'RE GREEN WHICH IS APPARENTLY SUPER UNIQUE!



Describe your perfect photoshoot:

Something kinda avant-garde and a little weird, but also beautiful and sexy. I shot in an abandoned house one time that I'm pretty sure was haunted so maybe at some weird location like that!

How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck?

I've been vegetarian for most of my life so I'm sure that has something to do with it. I have a stripper pole in my house too which is a pretty good workout.

What do you like most about Elite? All the gorgeous ladies you feature and how there's so much variety. I think it's really important to showcase different types of beauty.





**FINALLY, IS
THERE ANYTHING
YOU WOULD LIKE
TO SAY TO THE
ELITE READERS?
WAVES HELLO
FROM LA.**



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Vaughn

Photographer: ATOM

WHAT DO YOU LIKE MOST ABOUT ELITE? WHAT'S NOT TO LIKE? ELITE HAS SOMETHING FOR EVERYONE AND I LOVE THAT IT GIVES THE GIRLS IN THIS INDUSTRY A PLATFORM TO GET OUT THERE AND MAKE CONNECTIONS.

Photographer: ATOM



Hey Vaughn! Welcome to Elite, tell us a bit about yourself: Well, hello lads and ladies! Lovely to get a chance to talk to you all. I'm Vaughn. I'm short, ginger and horrendously clumsy.

What was it like to work with the photographer on this shoot? It was absolutely wonderful working with ATOM! Hardly stopped laughing the whole time, absolutely punderful fella.

What's your favourite part of your body and why? Probably my eyes actually, I love the colour blue and that's what they are.

On a scale of one to ten, how good looking are you? Damn, that's a hard one. Like everyone else, I've got days where I get all dolled up and feel like a stone cold stunner... then there are days where my makeup just isn't working out right and no clothes look right on so I feel like a 2/10 - I'll average it out to a 6/10 haha.

If you could model for any brand, product or company, which would it be and why? Ooh! How am I supposed to only pick one?! I'd love to work for so many brands - Malice Lingerie and Julie K Lingerie stick out in my mind because they work so hard to always put out new, high quality items and I'm all for supporting handmade.

WHAT WAS YOUR FAVOURITE PART OF THE SHOOT?
I GOT HANG OUT WITH A BUNCH OF BABES AND HAVE
A LAUGH IN A BEAUTIFUL LOCATION - TRYING TO PICK
ONE PART AS MY FAVOURITE IS TOO DIFFICULT!







You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why? Stephen Fry and Hugh Laurie purely because they're two of my favourite people on the planet and I'd just love to meet them to be honest. The love of my life, Emma Stone - and Kristen Stewart because she's a badass. I'd have to have Sir David Attenborough commentating too.

What's your favourite song currently? I'm too indecisive to answer this! I've got a few I've been

listening to on repeat the last few weeks actually. Ride & Lovely by Twenty One Pilots, Mad At Myself by Issues and... forever, Get Schwifty from Rick and Morty haha.

What would you like Elite readers to take away from your pictures in our illustrious mag? I've never been a super confident person, but I thought I'd give this modelling thing a go... don't be afraid to put yourself out there, whatever you wanna do, just give it a go. Life is short, don't take it too seriously.

**WHAT'S A GUARANTEED TURN ON FOR YOU? A SWITCH.
(I LAUGHED AT THAT MORE THAN I SHOULD HAVE).**





Describe your perfect photoshoot: Pop punk playlists, puns, snacks. That is all.

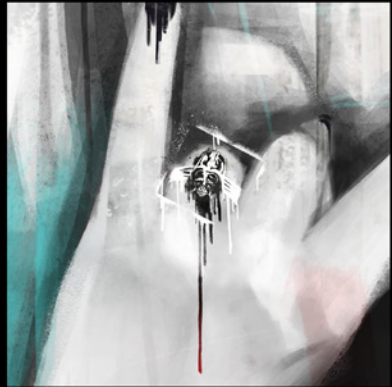
How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck? Luck is probably the majority of it. I have no self control when it comes to food and whenever I try to exercise I end up having a nap, whoops. I think dancing around on stage with all the girls helps too actually, thanks SG Ballroom Blitz and Wreckless!





Finally, is there anything you would like to say to the Elite Readers? 1. Thanks for reading what I've had to say, you're all rad. 2. Whatever you wanna do in life, just go for it and have a laugh along the way...make sure one of the things you do in life is sending me memes though, ta.

Photographer: ATOM



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YANA SINNER

The Russian Wonderbabe

Photographer: Tripodski





Welcome Yana, how are you?

Hey! I am excited about the feature!

Seriously though, we're so thrilled to have you in Elite. Did you have fun shooting for us?

For sure! I've wanted to shoot for Elite for quite a long time and it finally happened.

What is like to grace our cover for the first time?

Honestly I'm surprised! Wasn't expecting that at all. Can't thank you enough for this <3

What was it like to shoot with Tripodski?

I was a bit scared at first because we've never met before and also because I had to go so far away! But everything went just great, he's the nicest guy and I felt totally comfortable shooting with him.





SO YOU SEEM TO BE TRAVELING EVERYWHERE THESE DAYS... WHERE HAS BEEN YOUR FAVOURITE PLACE? I LOVE SEEING NEW PLACES! UNFORTUNATELY IT'S NOT ALWAYS POSSIBLE BECAUSE IF I TRAVEL FOR WORK I DON'T EVEN GET TO SEE MUCH SO THERE ARE A LOT OF PLACES WHERE I WANT TO COME BACK - LIKE LONDON, FOR EXAMPLE.

Photographer: Tripodski





It was clear from your feature you have a great figure! Where does that come from? Do you have to work for it or is it just good jeans/genes?
Both genes and gym!

You have one of the best bums going! What is your personal fave body part? I don't even know, probably the abs...

With that in mind, which person do you think has the best bum at the moment? All bums are beautiful! Especially when they're toned.



What are your hobbies? Probably everybody knows already about my lingerie brand SinnerCouture. Besides sewing I enjoy photography, traveling, getting new skills and trying something new in general.

You are without a doubt one of the most amazing people we have met! Have you always thought you wanted to model or did it just happen? It just happened naturally - I started to do "photoshoots" with my friends, after a while - with professional photographers.

Every time of the year seems exciting for you. You're always up to something. When is your chill time and what do you get up to? I enjoy summer the most, can't live without sun. So winter for me is always a more quiet time - some shooting inside studios, but mostly design stuff.

Something you wear with aplomb is your tattoos. We bet you are starting to put together quite a collection. What is your favourite piece? It's definitely the left leg baroque piece and the octopus that everyone likes!

Someone once asked me to describe "beautiful" in one word and I said Yana. You're a definite icon of just general amazingness too. Do you see yourself as a amazing person? Beauty is in the eyes of the beholder! As a creative person I never feel satisfied so it would be fair to say "not enough" ha.

Inspiration is important to you, be it music, film or books. What is inspiring you at the moment? Nature, urban landscapes, the city life of Milan.

Are you a homebird or someone that prefers a night on the town? It depends, sometimes it's good to go out and other days/nights are better spent chilling at home.

It's been a pleasure Yana. What are you up to after this interview is done? I will try to do another 3 interviews and answer all my emails and if I don't die maybe answer some messages also haha.

Have you got a message for your masses of fans and our lovely Elite readers? Have a great day, enjoy the newest Elite issue and please, please don't forget that models are people too and they deserve to be treated accordingly;

Photographer: Tripodski



WHAT'S NEXT FOR YOU? I AM GOING TO THE PARIS SG SHOOTFEST, SO I AM EXCITED TO MEET THE NEW GIRLS AND REUNITE WITH THE ONES THAT I'VE ALREADY MET!







**FINALLY, WILL YOU BE COMING BACK TO US
SHORTLY AS WE CAN'T GET ENOUGH OF YOU!
I WOULD GLADLY SHOOT WITH YOU AGAIN ;)**

Photographer: Tripodski





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FLIK RENEE

Photographer: Tripodski

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Hey Flik! Welcome to Elite, tell us a bit about yourself: Hey hey! I'm Flik, I'm 22 years old, originally from the mighty north, but now living in Birmingham!

What was it like to work with the photographer on this shoot? Tripodski was fab. He created such a chilled atmosphere and we had a great laugh! We may need to help him update his playlist though haha.

What was your favourite part of the shoot? Absolutely loved the whole thing. Music was fun, chats were good and picking outfits! But going for a cheeky pint and spoons after scored serious brownie points. Who doesn't love a spoons?

What's your favourite part of your body and why? Hmm, definitely my boobs and waist. I'm pretty petite so it often comes across as a shock when people realise I have perky boobs haha, and my waist gives me the shape I am so I love it.

On a scale of one to ten, how good looking are you? Ooh on a good day (with the correct lighting and highlight) maybe an 8? I think it's super important to be comfortable with how you look and in your own skin, and I can happily say I am. I love a bit of makeup here and there, but I love keeping a fresh face.

If you could model for any brand, product or company, which would it be and why? It would be a total dream to model for ZARA. I always loved how crisp everything looks. But on the other hand, I would LOVE to model for Creep Street. Their wicked humour seeps through their garms and I love it!









You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why? Ian Somerhalder, Katy Perry, RiRi (QUEEN) and Johnny Depp. So you have a vampire and a pirate, and then Katy and Rihanna.. C'mon, self explanatory.

What's your favourite song currently? Skrillex ft Kai - Mind, on REPEAT.

What would you like Elite readers to take away from your pictures in our illustrious mag? I hope this was a sweet intro to you all! Like a little sneak peak into who I am.

Describe your perfect photoshoot: On a beach, lots of sheer material, golden sun, blue skies and crystal clear sea! And throw in a dog too. Absolute dream.

How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck? I drink so much water and green tea routinely. It's probably how I've managed to maintain my metabolism. But I do exercise in moderation too. A little bit of everything is important.

What do you like most about Elite? I think it's amazing how Elite strive to put a spotlight on alternative beauty. People need to know that beauty comes in all shapes, sizes, colours and even painted on! We love us some tats and titties over here. #teamlite

**WHAT'S A GUARANTEED
TURN ON FOR YOU?
INTELLIGENCE AND
HUMOUR. LORDY! I
CAN'T STRESS ENOUGH
HOW MUCH I BELIEVE
THAT LAUGHING IS SO
IMPORTANT FOR THE
SOUL.**







FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS? I HAD SO MUCH FUN TEAMING UP WITH ELITE, SO I HOPE YOU ENJOY THE PHOTOS AND LOOK FORWARD TO SEEING MORE OF ME! IN THE MEANTIME, GO HAVE A LITTLE PEAK OVER ON MY IG: ITSFLIK.SG SEE YOU SOON SWEETPEAS XO





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IVY LOUVE

Photographer: Mike White



Hey Ivy! Welcome to Elite, tell us a bit about yourself: Hi! I am a simple girl from Poland, but I have been living in Berlin for a while now. I'm studying acting and I'm working as a model and makeup artist.

What was it like to work with the photographer on this shoot? It was a lot of fun. I had a great connection with Mike, so we laughed a lot whilst doing photos. The atmosphere was relaxed.





**WHAT WAS YOUR
FAVOURITE PART
OF THE SHOOT?
SHOWERING! I
ALMOST FORGOT
THAT WE WERE
STILL WORKING :D**

What's your favourite part of your body and why? I don't have a favourite part. I like every part of my body.

On a scale of one to ten, how good looking are you? I love myself - definitely ten :D

If you could model for any brand, product or company, which would it be and why? Saint Laurent. I love the mix of classy and rock in one!






**WHAT'S A GUARANTEED
TURN ON FOR YOU?
NATURAL. BE YOURSELF
- THAT'S SEXY!**

You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why?
The Kardashians' sisters - millions of viewers guaranteed! :D







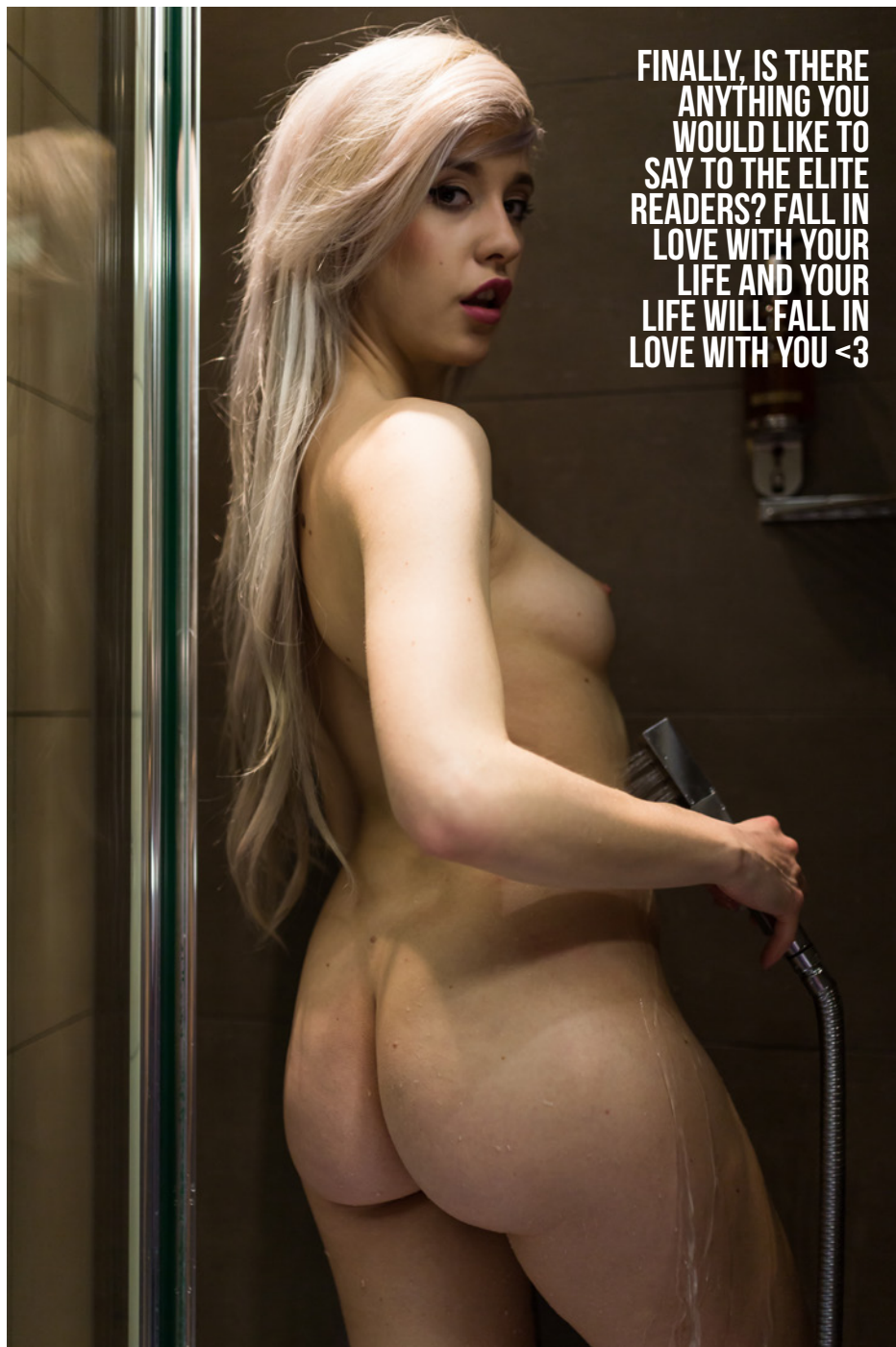
What's your favourite song currently? David Bowie - Cat People.

Describe your perfect photoshoot: Perfection is boring. I like imperfect things, imperfect situations - there are more adventures that way!

How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck? Perfect? Haha thanks! I eat healthy and I run small distances everyday, but I think that I just have a good genes.

What do you like most about Elite? Gorgeous and confident ladies <3





**FINALLY, IS THERE
ANYTHING YOU
WOULD LIKE TO
SAY TO THE ELITE
READERS? FALL IN
LOVE WITH YOUR
LIFE AND YOUR
LIFE WILL FALL IN
LOVE WITH YOU <3**

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Suzy Lee

Photographer: Tripodski







Hey Suzy! Welcome to Elite, tell us a bit about yourself:

Hello! It's great to be back with you guys, it's been a full year since I last shot for Elite! I've had some crazy adventures since last time, I've been to Ibiza, Barcelona and Amsterdam. I've just recently become an official UK Suicide Girl too which is an absolute dream come true!

What was it like to work with the photographer on this shoot?

Always so much fun! He knows how to make the most of a location and model which makes every thing smoother and produces really cool images.

What was your favourite part of the shoot?

Getting to be half naked with Keshia! Literally my heart was pounding so much throughout! That and the editor's jokes, they never fail to make me laugh.







**WHAT'S A
GUARANTEED
TURN ON FOR YOU?
CHEEKY SMILE,
NICE HAIR, SILLY
SENSE OF HUMOUR
AND A JUICY BUM.**

Photographer: Tripodski



WHAT'S YOUR FAVOURITE PART OF YOUR BODY AND WHY? I THINK MY BUM, BECAUSE IT'S REAL SQUISHY AND MAKES MY JEANS LOOK GOOD. LIKE A SPACE HOPPER THAT'S CONSTANTLY ATTACHED TO MY BODY.







On a scale of one to ten, how good looking are you? On a regular day, 5 at a push. But when I go out or I'm on a shoot, I'll say a 7. Can't be too generous.

If you could model for any brand, product or company, which would it be and why? I'd model for omighty! I really love their clothes; they've got sassy logos and cool designs. I've wanted most of their clothing for a couple of years now, but they're based in America. And their models are so gorgeous too, check them out!

You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why? Bam Margera, Jennifer Lawrence, Chris Pratt and Michael Fassbender. Just because I fancy all of them. Especially Bam, he's still got it.

What's your favourite song currently? Bring Me The Horizon - Follow You.

What would you like Elite readers to take away from your pictures in our illustrious mag? That I don't take myself too seriously! I think it's important to an extent, but in general I'm a smiley lil monkey.

Describe your perfect photoshoot: I'd love to do a post apocalyptic shoot in a desert, that style is really cool. Or under a waterfall in those clear water lagoons you see on the internet. Bloody love that.

How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck? Recently, I've not been well behaved at all. It's been a mixture of beer and mac and cheese so it's catching up to me! Back to the tuna and rice it is, weh!

What do you like most about Elite? How fun you guys are and how many amazing models you work with, I've met some really nice girls who I'm still in touch with through Elite that I probably wouldn't have met before! It was so nice meeting Keshia, she's an absolute sweetheart. That was a surreal experience!

Photographer: Tripodski



Finally, is there anything you would like to say to the Elite Readers? Thank you for reading! I hope you guys enjoyed my feature! If you see me around come say hi and please feel free to follow my social medias! Instagram: Suzyleeroy Twitter: SuzyLeex

PHOTOGRAPHER: TRIPODSKI







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Paws

Hey Paws! Welcome to Elite, tell us a bit about yourself: Heya! well I'm just a country girl who loves to explore and is not afraid of getting dirty! Just having fun and embracing who I am.

We'll start with the burning existential question... What bra size are you? Haha! 34D - a decent handful each.

What was it like to work with the photographer on this shoot? Amazing. Gemma is a wonderful person as well as an awesome photographer. I always feel at ease with Gemma and love how her skills with the camera make me feel gorgeous.

Photographer: Gemma Edwards



What was your favourite part of the shoot? My favourite part of any shoot... getting nude! I love having the chance to feel completely free and cheeky too. I had to grow up fast and I feel doing shoots helps me get a bit of my wild side out which I haven't had the chance to do too often.

What's your favourite part of your body and why? My butt! It's comfy to sit on... curved and practical!

What's your favourite item of clothing? My patchwork, knee high boots with 4 inch heels. They're comfy, beautiful and makes me taller



What does it mean to you to join the Elite family?

It's an honour! So many gorgeous babes grace the pages of Elite and they are all amazing in their own way. To be able to be a part of the Elite family is such an awesome feeling.

How did you come to become a model? Honestly I started for a bit of fun, as I said before it's a handy way to get myself out there and feel young and pretty while I still can! I had my first ever shoot on a whim and loved how it made me feel and just went from there.

Elite have HYPOTHETICALLY agreed to buy you some new underwear, where would you send us to get it? Victorias Secret. Such a boring, predictable answer I guess but I love their full lingerie sets and how glamorous they are... and they are durable enough for a bit of rough handling!!





Photographer: Gemma Edwards

**WHAT DO YOU LIKE MOST ABOUT ELITE?
I LIKE THAT ELITE ACCEPTS EVERYONE
FOR WHO THEY ARE AND OUR QUIRKS
AND UNIQUE WAYS ARE CELEBRATED.
IT'S ALL GOT SUCH A POSITIVE VIBE...
PLUS THE ELITE FAMILY ARE HOT!**



PHOTOGRAPHER: GEMMA EDWARDS



If your love life was an animal, which would it be? Honestly, my own german shepherd Holly, beautiful and so happy but you never know when things are going to get crazy! Things never stay calm for long.



WHAT'S A GUARANTEED TURN ON FOR YOU? UNIQUENESS AND UNUSUAL STYLE. THERE'S NOTHING MORE ALLURING THAN SOMEONE WHO IS COMPLETELY AT EASE WITH WHO THEY ARE AND IS NOT AFRAID TO BE DIFFERENT TO EVERYONE ELSE. IT MAKES FOR A MORE INTERESTING PERSON.

Photographer: Gemma Edwards





Yes or no, have you ever seen the film “The Empire Strikes Back”? Legendary film and one of my favourite quotes is Princess Leia, “Some day you’re gonna be wrong, I just hope I’m there to see it.”

What’s the weirdest location/prop you’ve had on a shoot? I had a bedroom shoot once at home and we were doing rope work/bondage and the photographer asked if I had anything that would be suitable and I pulled out the full bed restraints... needless to say this was a photographer I knew and trusted well haha!

How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck? Haha! I’m not exactly modelly shape to be honest. The camera can work wonders! But I do kickboxing and have done since a young age. This means my arms and shoulders are actually quite chunky and I have quite a stocky shape, but I love a good fight! I try to eat healthy but my diets have never lasted longer than 30mins. I just love food so much - all of it!

Finally, is there anything you would like to say to the Elite Readers? If you’ve read all that, thank you so much! Keep safe and stay positive everyone - life doesn’t wait xoxox



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RADIO 1 BIG WEEKEND

27/28TH MAY 2017



Amongst the year long celebrations of its City of Culture status, Hull played host to this years Radio 1 Big Weekend. Headlined by Katy Perry and Kings of Leon, the weekend featured performances from the pop worlds top artists including Little Mix, Zara Larsson, Clean Bandit and many more.

Based in the beautiful grounds of Burton Constable hall on the outskirts of the city, the festival was host to around 50,000 revellers over the bank holiday weekend.

With a heightened security presence preempted, the grounds were heavily patrolled by armed police, sniffer dogs, regular police and pcso's along with increased event security to make this event as safe as possible. Law enforcement and security mixed really well with festival goers with lots of positive interaction over the weekend putting many at ease after the recent horrific events in Manchester.

Saturday brought glorious weather although one obligatory few minute downpour did make an appearance. Zara Larsson took to the main stage first with an up tempo set to make a great start for everyone attending. Followed by artists including Galantis, James Arthur, Imagine Dragons and Lorde, the afternoon hurtled through a hit list of A list bands, with many being their first time playing on the east coast. With many artists paying tributes through their sets the crowd did stay silent for one minute to pay their respects and show that terrorism will never win.

With later performances from Kasabian, Emeli Sande and the outstanding Biffy Clyro with day was drawing to a swift close with only the headline set from Katy Perry outstanding.

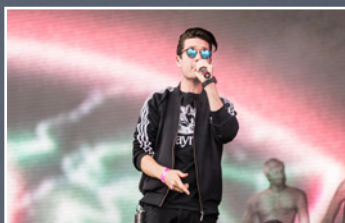
At just after 9pm the crowds went crazy with American pop queen, Katy Perry taking to the stage. With a cleverly designed set pre built, Perry wowed the crowds with some neat dance moves and played



RADIO 1 BIG WEEKEND

27/28TH MAY 2017





tracks including Roar, I Kissed a Girl and Chained to the Rythmn. A beautifully dedicated song to last weeks bombing victims in Manchester helped to bring the set to a close and the end to a great day 1.

Sunday, again brought some more beautiful weather and was met by a lively crowd all patiently queuing from the hundreds of busses that had been organised to ferry in the thousands of day 2 attendees.

First up on the main stage was xfactor favourites, Little Mix with a well choreographed set. Slightly blighted by the use of the f word from little mix's Perrie Edwards to the young crowd, the band went down a storm and a great introduction to day 2 at the Big Weekend.

With performances from Grime artist, Stormzy, teen heart throb, Shawn Mendes, Sean Paul and and Bastille, the day continued with the sun blazing on everyone's backs.

Continuing the day with performances from Blossoms, Circa Waves, Dua Lipa and a special short inclusion from Charli XCX, the next highlight of the weekend was from Rita Ora. Showcasing what appeared to be a new brand, Ora mesmerised the crowd with an outstanding set.

Royal Blood, The Chainsmokers and Clean Bandit all entertained Hull's music lovers till the final performance from Kings of Leon. Nashville's very own rock 4 piece took to the stage to finalise the weekend and end what's been another amazing day. With songs including Waste a Moment, Use Somebody, Walls and Sex on Fire, Kings of Leon embedded their exclusive performance on the city and brought to a close a fantastic weekend of music and establishing a testament to the joys of how live music events can bring together thousands of people to create great memories, some which will stay with people for the rest of their lives.

Words & photos by Anthony Longstaff

Time to make the trip across the water for the first 'summer' festival of 2017. Late April is always a sketchy time weather-wise, but nonetheless, every year, the festival season kicks off in a small Belgian village. Groezrock brings together people from all over Europe with a collective love for Punk, Hardcore and Metal. Anything with heavy guitars basically. Last year's event was plagued with cold weather, a bit of rain and a whole load of April nastiness, however this year was completely different. Beaming sunshine, ice cold beer and good times were had by all.

Saturday begun with a trek to the Monster main stage, to catch Canadian punk rockers The Flatliners. Flawlessly pulling out tracks from their new record *Inviting Light*, The Flatliners translate fantastically to the huge main stage of Groezrock.

Next up is global tech-metal collective Skyharbor. Rather an odd billing for the Back to Basics stage, as this is usually the home of hardcore for the festival. A huge amount of technical issues relating to click tracks, Skyharbor look nervous, and their usual ambience is coming across as awkwardness. It only takes two or three songs for the band to look comfortable again, and by the end of the set, singer Eric Emery puts out an elegant performance.

Black metallers Oathbreaker hit the Back to Basics stage. This is somewhat of a local show for them, and it's safe to say it was an honour to experience. The tent was packed wall to wall and with recent release *Rheia* making many album of the year lists, we were keen to see what all the hype was about. Oathbreaker were haunting, explosive, crushing, and every ounce of *Rheia's* pain is encapsulated live. We were left feeling uneasy and fragile but wholly satisfied.

Again at the Back to Basics stage, Brutality Will Prevail are back on the scene. They've taken a bit of time out since their last record *Suspension of Consciousness* in 2014, which didn't really hit the spot with us. This often happens when introducing a new singer to an established band.

Unfortunately, everything we struggled with on *Suspension of Consciousness* is present in their current live set. Even older songs off *Scatter the Ashes* sound tired and underpowered.

Brutality Will Prevail were certainly put into their place by hardcore veterans Cro-Mags. From the drop of the first power chord, the tent was alive with cartwheels, spin kicks and stage dives. It's wonderful to see such power and energy from an aging band, and there's literally no stopping these guys, we will probably see them again many times in the forthcoming years.

Politically motivated hardcore crew Wolf Down are next up on the tiny Watch Out stage. With the removal of the Impericon Stage this year, there are some casualties in the downwards shift that Groezrock have been forced into, and it seems that Wolf Down are one of these. Nevertheless, Wolf Down put on one hell of a show. The stage may be small, but with the audience stretching out into the vast open space, it's obvious that Wolf Down are ticking a few boxes for people. If you're into hardcore and haven't checked these guys out, then don't sleep on it.

Now for Saturday's headliners Deftones. Currently out on their European tour promoting their album *Gore*, Deftones tear through a surprisingly varied set, drawing from each and every album in their 8 album back catalogue. All of the expected staples are there, *Back to School*, *Rocket Skates*, *My Own Summer*, but then deep cuts like *Headup* and *Minus* *Blindfold* keep the set fresh and unexpected.

Special attention needs to be taken to the amount of energy created by an aging band. After decades of being a band, they are now (arguably) putting their best live shows of their career.

A whole load of partying and a cold night in a tent later, the dawn breaks on the second day of Groezrock.

First up is Arcane Roots. This British alt/tech rock collective have had a buzz about them

GROEZROCK 2017

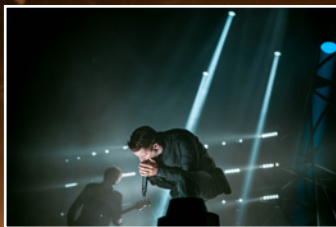
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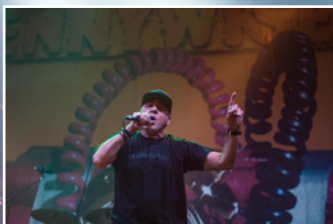
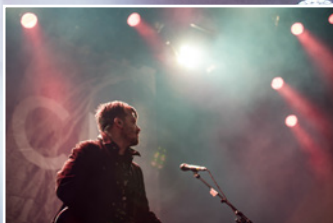
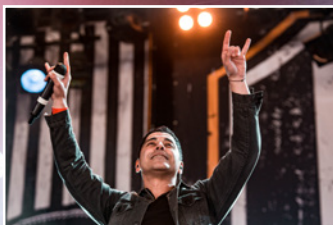
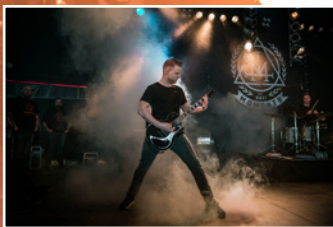
29/30TH APRIL 2017



GROEZROCK 2017

MEERHOUT, BELGIUM
29/30TH APRIL 2017





for a few years now. Their live show is a ton heavier than their recorded sound. With a new record on the horizon, Arcane Roots are on superb form, demonstrating immense technical capability and a terrific three way vocal assault. Arcane Roots are the perfect band to warm up the chilly festival goers on day 2 of Groezrock.

Time for a solid afternoon of hardcore. Over to the Watch Out stage for Bent Life. Absolute chaos erupted from the moment the band took to the stage. Bent Life's brand of metallic hardcore provides the audience with enough mosh tunes to beat the shite out of each other solidly for 30 minutes. The end of their set was beautifully book-ended by a burst of sunshine from behind the clouds. All was calm.

But not for long. The sun now glaring down as Incendiary take to the stage. Filled with hatred and phlegm, Incendiary spat out another solid half hour of metallic hardcore. Just like their namesake, they are absolute fire. With the recent release of their new LP *Thousand Mile Stare*, we're sure we will see more of them in the near future, and we can't wait!

H2O are always a festival staple here at Groezrock. We have never seen a moment their on stage which isn't filled with carnage, stage divers and some wonky dancing. Another veteran band, H2O have honed their live show in recent years and are hugely effective at spinning the whole room. They are one of the few hardcore bands who can fill a 45 minute set with sing along tunes, and boy does this audience know every word.

Time for our final headliners Parkway Drive to close out the festival. With recent reviews coming in of their insane stage production on this touring cycle, we were keen to see what they had to offer, and boy did they impress. Playing fan favourite *Carrion* early on in the set is a bold move, but nonetheless Parkway Drive press on and reach into every album in their back catalogue, accompanied by intermittent flames, crazy lighting, and stage choreography. Going into their encore, we notice the drummer being hooked into some kind of rig, and as he rips into a drum solo, the whole drum kit begins to rotate to the point where he is upside down. And this was not just restricted to the drum solo. For the entirety of their encore he must have spun round full circle, maybe 10 times. Amazing stuff from a worthy festival headliner. Parkway Drive are the future of metal. They are the band who will be headlining festivals for the rest of their time.

Photos by Joshua Clarke | Words by Kris Aarre



CROSSFAITH

It's the last night of the Bury Tomorrow UK tour and we manage to sneak up to the roof of the O2 Forum in London for a chat with Ken and Hiro from Crossfaith in the glorious sunshine.

You guys are coming to the end of the 'Xeno' album cycle, what's next for Crossfaith?

Ken: We just finished tracking for new record which will be released in August. Then unfortunately we cannot come back here, I mean we are coming back here for Slam Dunk festival next month.

How do you guys think you can expand on your sound?

Hiro: There's two, like touring or listening to new

music, new movie, new art, everything. We can get inspired by a lot of things. Touring is important, we see crowds, like this country likes to mosh and each country has different effect to the crowd to each country.

Ken: Every single country is different vibes from the audience so thats important for us to making music.

You head out next month (May) for some shows with Enter Shikari before finishing up at Slam Dunk Festival, how important are these types of shows for you? And have you learnt anything from Enter Shikari who are quite DIY and how they've navigated their career.

Ken: First time I heard of them was when I was in

junior high and at the time we started Crossfaith as well so when we started Crossfaith there was a few bands who mixed rock and electronic stuff. But yes we love their show, we love their music.

Hiro: For example NOFX are in punk scene they are kinda like pioneers as an independent band they have their own label, DIY stuff. In our genre Enter Shikari are definitely pioneer, more DIY style like While She Sleeps who they have their own house and did crowdfunding. We still sign with label and management, but how can I say...it's really respectful thing like when we toured with Enter Shikari, Architects in the States first time Tom (Searle, Architects) he was doing tour managing for the band too so I thought it was really cool. It's really cool how the band handle themselves.

Speaking of While She Sleeps I remember seeing you guys tour with them in 2012, was that your first time over here?

Ken: No first time was supporting Of Mice & Men.

Oh okay my mistake. I remember from your performance and not having seen you guys before being blown away by what I was seeing. So with that tour and obviously this tour how do you approach support slots? Do you approach it differently to a headline show?

Ken: It's quite different. When we tour on the headliner we have more time, we can put more production but supporting is good as well. We are still not as big as Enter Shikari or some other bands so we still need to steal the audience from the main band, like Bury Tomorrow. They are really good friends very nice friends of us, but live it's fighting with each band.

You guys have a new EP out called 'New Age Warriors Remix,' it's 6 tracks but only 3 songs with 2 different remixes each by the likes of The Qemists and Shikari Sound System. What was the thinking behind the release?

Ken: We had a plan to do the remix stuff since we started this band cause we have so many friends from the remix album 'Reanimation' from Linkin Park. So we had plans for long time but this time we finally made it. At the time we didn't have any connections to the other bands, like we've done so many tours with Enter Shikari and The Qemists supported us for

a headline tour and there is two Japanese DJ's, one is a friend who's kinda the same age and he used to be in a rock band. So now we have so many connections and when we released remix album it makes sense cause we mix rock music with electronic stuff and I wanna introduce ourselves to the people who doesn't listen to rock music as well, that's why we released the remix album.

Hiro: Basically we wanted to reach a different crowd, we wanted to show different music to our fans.

What's your favourite track off the EP and by which artist?

Hiro: For me, RX Overdrive by Zardonic. He has harder style so his style is harder bass, I like it.

Ken: Yeah his style is super aggressive, no one really knows about Zardonic but our DJ, Teru, got a message from him on Twitter, he got direct message but we didn't know him.

Hiro: It's different music but still has metal vibe.

Ken: Also he put guitars on it as well.

Finally last question, what is the biggest culture shock you've experienced all the times you've come over to the UK? What do you find quite weird that we do?

Hiro: I've been talking about this a lot but how people drink in the venue is totally different, in Japan no ones drunk and they don't drink as much as you guys. I think it's really cool like over here you have more rock n roll vibe and I love it. Have some people chanting, throwing beer I love it.

Ken: Your country has four seasons in a day (laughs), rainy, sunny, it's confusing...and too much fish and chips (laughs).

Hiro: It's not like culture shock but first time we came here when we listen to music from your country it made more sense to us, it fits the scenery and it's a kind of culture shock to me. I used to listen to UK bands in Japan, listening here means totally different.

Ken: I couldn't get it how different from the UK and the States but now I get it.

Interview by Joshua Clarke



Employed To Serve - The Warmth of a Dying Sun
Holy Roar Records | Release Date: 19th May 2017

When 'The Warmth Of A Dying Sun' hits your eardrums it makes them bleed. Heavy as fuck, Employed To Serve bring us 10 tracks of pure fire and it won't just burn you, it will char you to your core.

For a band still very much in the infancy of their fame, Employed To Serve are stepping things up a notch and proving they can breakdown and riff with the biggest names in the game. From the swinging blasts of 'Void Ambition' right through to the closing melodies of 'Apple Tree', this album is wall-to-wall beautiful chaos. 'Good For Nothing' is huge, but the likes of 'Platform 89' and 'Half Life' is where you've got real noise that could make even the toughest of men piss their pants. 'Lethargy' lulls you into a false sense of security only to hit you right in the guts after 1 minute, and 'Church Of Mirrors' destroys any cell you have left in your body. Employed To Serve have created a stampede with this record, and as irony has it, this destructive collection of songs will only build them a higher pedestal to sit on.

'The Warmth Of A Dying Sun' isn't for the faint-hearted. It is meaty, aggressive and it is alluring in the most brutal of senses. Employed To Serve are ones to watch, invest in them now and witness something special.

Words by **Alice Hoddinott**



Miss May I - Shadows Inside
Sharpstone Records | Release Date: 2nd June 2017

Ohio based metalcore unit Miss May I return with their sixth full length release in Shadows Inside. The band have shown plenty of potential over the last few years with recent albums Deathless and Rise of the Lion enjoying moderate success. However the band haven't had that one record that could elevate them to the next level and see them finally ditch their support slots and become a bonafide headliner and force to be reckoned with in the metal world.

The title track opens up the record and sees the band take off in blistering fashion to really grab the attention of the listener right from the get go. Clean vocalist and bassist Ryan Neff uses his range to terrific effect with his ear for melody and hooks really propelling some of these songs in quality. Neff takes the man of the match award on Shadows Inside as he makes this album a lot more interesting than it actually is. A lot of the pace and energy has been taken out of the songs as it never really gets going, it could be down to the track listing and flow or the fact that this release is drenched in mediocrity. Despite the fact there's cliché and cringeworthy lyrics throughout there are some stand out moments. 'My Destruction' feels like an anthem with an overriding sense of unity and an empowering nature and closer 'My Sorrow' combines all the elements used to produce a truly great piece of music. The vocals are huge and the riffin' is infectious and technically minded, but it's not enough to save this from being just another metalcore release and unfortunately we can't see this being the album that propels Miss May I up the ladder.

Words by **Joshua Clarke**





Paramore - After Laughter
Fueled by Ramen | Release Date: 12th May 2017

Back after three years, and with their original drummer, Zac Farro, Paramore give us 'After Laughter'; a sparkly synth-covered album of lament, struggle and party vibes. It's been a long time in the making and one thing for sure, this isn't the balls-to-the-wall 'RIOT!' Paramore we all fell in love with back in the early noughties. Paramore's distinct swerve towards pop melodies is something that cannot be avoided. Gone are the slamming guitars and the pop punk paces, and in place are bouncy keyboards and radio-friendly rhythms. Yet Hayley, Zac and Josh still feel as alternative as they've always been. In true rock n roll style they've disregarded what they should or shouldn't be and made a record they wanted to make.

Lead singles, 'Hard Times' and 'Told You So', create a tropical dance vibe which leave you emulating Hayley Williams as you sing a long, and the addition of 'Rose-Coloured Boy' in this opening trio leaves you feeling all kinds of happy. There's still pops of anger throughout 'After Laughter', whether that be in the vocal rasps of 'Idle Worship', the spoken urgency of 'No Friend' or even just the lyrical content in general. Dissecting the lyrics of 'After Laughter' reveal a sort of irony; in many places the happy melodies are juxtaposed with words of sadness. But what better way to get the sadness out than dancing it away with Hayley and the gang! Plus those lyrics are bound to adorn the Instagram captions of hundreds of selfies, the modern way of measuring success. So what if 'After Laughter' is a radio friendly pop fiasco? It's rad, it works and it's a lot of fun. Welcome back Paramore, come hang with us and our weather?

Words by **Alice Hoddinott**



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SIKTH - The Future in Whose Eyes?
Victor Entertainment Inc | Release Date: 2nd June 2017

Since the beginning of the millennium, Watford sextet SIKTH established themselves as one of the biggest influences on experimental/progressive metal with their amalgamation of hardcore, metal, nu metal and even avant-garde. The Future In Whose Eyes?, the band's first full length album in over ten years, shows SIKTH still doing what they do best. Despite their music having matured and the production being much cleaner, there is still a sense of fun in their songs as singers Mikee and new addition Joe's vocals flick between Dalek, psychotic cartoon character and even Dickensian-style narration over the crazy fret-work, bouncing bass lines and interesting time signatures. The songs here might not have quite the same unhinged chaos as their early EPs and debut album but it's certainly not totally lost. While song structure and hooks can sometimes be hard to come across in progressive metal, songs like Ride The Illusion, No Wishbones and Aura are potential future SIKTH classics due to their memorable choruses. Throughout the record, the band also manages to create crushingly heavy breakdowns by fusing jagged rhythms with technical guitar riffs instead of the standard one-chord chugging. There are some intermission tracks involving monologues which possibly tell a story but come off a bit like filler, not really adding much to the album as a whole. The Future In Whose Eyes? is definitely an enjoyable listen and a great addition to SIKTH's repertoire but where they were once the future of metal, they haven't quite kept up with the times to make this a breakthrough record...but it's still close.

Words by **Jonathan Miller**



UPCOTE FARM



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SLAVES

NOTHING BUT THIEVES

LOWER THAN
ATLANTIS

FRANK CARTER
& *The Rattlesnakes*

MALLORY KNOX

THE FRONT BOTTOMS

the WONDERYEARS

THE MENZINGERS

HONEYBLOOD.

BEACH SLANG

JAMIE LENMAN

PUZZLED ABOUT
HORSES

SKINNY  LISTER

YOUNG GUNS

WILL VARLEY

BLACK
PEAKS

GNARWOLVES

KEVIN DEVINE

DINOSAUR
PILE-UP

FEED THE RHINO / ROOM / ROLO TOMASSI / TALL SHIPS / MUNCIE GIRLS / BLACK FOXES / AREA 11 / QUEEN KWONG
BRUTUS / STEVEN BATTLE / THE ONE HUNDRED / VUKOV / SLOTTAGE / DE STAAT / DECADE / TIGERCUB / PUPPY / GET INUIT
THE HYENA KILL / ACRES / PEANESS / MOSES / WALLFLOWER / WARS / PETROL GIRLS / GREY WIND / STRANGE BONES
MAKING MONSTERS / BIG SPRING / KAMIKAZE GIRLS / DUCKING PUNCHES / STRAIGHT LINES / CRUMBLE BEE / SHVPE
BAD SIGN / AWAY DAYS / BLUE VOIL DAYS / MILL STONES / WILDIRS / PERSONAL BEST / CASSIUS / DOL / TIZZY BLOOD
JONAH MATRANGA / GIANTS / LOUISE DISTRAS / APOLOGIES, I HAVE NONE / THE ST. PIERRE SNAKE INVASION / POLARY / SØLUR



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ELITE: UPRISING

OUR HOLLOW, OUR HOME

Melodic metalcore outlet, Our Hollow, our Home, are another shining example of the talent that is hidden in the streets of Southampton. Boasting an ever-growing fanbase, these boys are amongst some of the UK's most promising talents. Imagine Issues, but heavier, and better. They have heavy riffs, dirty growls and beautiful clean breaks for those of you who like a singalong too. They've also covered Ed Sheeran's 'Shape Of You'... but you can make your own mind up if that makes them great or not! Give debut LP 'Hartsick' a go now and get on board with some real talent.



SVALBARD

Svalbard are one of those bands that make you feel that what you are experiencing in that moment with them is it. It is the highest of highs and the lowest of lows and within that epic feeling you are able to let go. Their sound is vast and you can feel that every element of every song is filled with passion and meaning. It's not often you find that kind of raw talent which is why Svalbard should be heralded as the next big thing. If you can think of one other hardcore punk quartet that can move you emotionally and physically in equal measurement then you are a liar. Svalbard are it, and they are absolute magic.



DAISYHEAD

So you like your music a little softer do you? Well here's one for you. Daisyhead are an American four piece who fit somewhere on the same spectrum that greets like Basement and Balance And Composure sit. They're music is full of emo-tinged light and shade that you could fall asleep to as easily as you could scream along to at a show. They have just released their second album, 'In Case You Missed It' and in case you missed it, you should definitely think about taking some time to check it out. Daisyhead are worth your ears as well as your heart, so press play and sway along.



Words by Alice Hoddinott

ELITE: UPRISING



Hailing from the underdog talent capital of the UK, Brighton, Evertim are feeling better than ever about their place in the scene. We had a chat to the band just after they got their first ever Radio 1 play, and it's safe to say they're a pretty happy bunch!

Who are Evertim and why should people check you out?

We are a high energy four piece emo/pop punk band from Brighton. People should check us out because we put a lot of passion into our live shows and our band name is a meme.

Your latest single 'Knots' got a spin from Daniel P Carter on Radio 1. How did that come about?

Georgia: Ben and I were lucky enough to meet him a couple of months ago and gave him a copy of 'Learn to Swim'. He was such a lovely bloke! We didn't think much of it and in April released our Split EP with Fruitcake. Anyway he tweeted us saying that he was going to be playing 'Knots' on the Radio One Rock Show. Pretty mad!

Having a female rhythm section makes you guys a rarity in the business. How do you feel about representing women in rock and do you feel there is enough talk about this kind of girl power?

Georgia: Personally, I feel that I had many idols to look up to in terms of important women in rock when I was growing up. It sounds lame but being exposed to someone like Avril Lavigne (even if she's terrible

now) at such a young age really helped me realise I can achieve anything I want regardless of any misogyny in the industry.

Ben: We are a band that's focused on making the best music we can, and when you listen to our music you can't really tell what gender or lack of gender the musicians are, nor should gender really influence the listeners' enjoyment of our songs. Having said that we don't hide from the fact it is quite uncommon in our scene to have boys and girls in a band and it's something that should be encouraged, we think it's great if we can promote that.

Wildcard question: it's October 31st 2017 and Evertim are throwing a huge Halloween party. Where do you hold it, who do you invite and what do you go as?

Alex: Half of Evertim adore Paramore. We had this chat recently that we'd dress up as them (Riot! era) and do some covers. And yes, this means I would be dressing as Hayley.

Phoebe: I would like to invite all the Stranger Things kids because they are the coolest!

As young musicians in a thriving scene like Brighton, where do you draw inspiration from so that you stand out from everyone else?

Ben: Though most of our music is written by one person, I'd still like to think: we don't really attach ourselves to a genre, we write the kind of music that we'd like to listen to. And our inspiration comes from a range of bands like Jimmy Eat World, The Story So Far and Paramore.

What does the future hold for Evertim?

Phoebe: We're hitting the studio next month to record our new EP with Neil Kennedy (Trash Boat, Boston Manor, Milk Teeth) and we'll have some more announcements coming soon.



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SOLANGE RUN THE JEWELS LAURA MARLING KRIS KRISTOFFERSON
THE JACKSONS EMELI SANDÉ PHOENIX FIRST AID KIT
JUSTICE ANDERSON .PAAK & THE FREE NATIONALS HAIM
TOOTS & THE MAYTALS FATHER JOHN MISTY THE FLAMING LIPS
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NINES MODERAT RAG'N'BONE MAN CRAIG DAVID CIRCA WAVES
FUTURE ISLANDS ANI DIFRANCO NADIA ROSE SHAGGY TOVE LO
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This is the 1980 Pontiac Trans Am which is from the workshop of Wild & Sons. The car was brought from up north where it had been located since it was imported from Texas. It had just been sitting there so it has been damaged by the sun and has had a lack of love and care.

WILDANDSONS



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WILD & SONS

Pontiac Trans Am



“When we got it sent to us on the 24th of May it was not running and hadn't been for years. It was missing it's propshaft, the transmission was destroyed, no suspension, no brakes and tyres were cracked and square.

We spent the following 48 hours with no sleep transforming this car into a looker on the outside and making it drive. We fitted new suspension front and rear from our sponsor Eibach UK and restored the Trans Am screaming chicken back to its former glory with a good deep polish by our body guy Louis.



Then we rebuilt and fitted the TH350 automatic transmission and sourced a propshaft! Luckily I had some tyres laying about which fitted the original Trans Am wheels, which we also brought back to its former glory. We managed to get it to the Great British Tattoo show on the set up day on Friday the 26th where it went down a storm and was the most popular car there.



Models: Penny Suzanne Wood, Francesca Harding, Tess Van den Eynde & Emerald Barwise
 Photography: Vizualography, Victor Wild and Janko Smejkal



Now don't get us wrong there is still a lot to do to make it drive and handle nicely and the interior needs to be restored, which we will be doing in between other projects, but I think we proved our class with what we did complete in 48 hours."





Models: Penny Suzanne Wood, Francesca Harding, Tess Van den Eynde & Emerald Barwise
Photography: Vizualography, Victor Wild and Janko Smejkal





“We also helped the charity ‘Wipe Your Tears’ at the Great British Tattoo show raise money by donating some bicycles as well as letting people go in and climb on the Trans Am for pictures for anyone who donated money to the charity.”

Check us out at

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DRIVE YOUR DREAM

Hi guys! Thanks for taking the time to speak to us today, tell us a little about yourself: We are Karl and James the guys behind the *Drive Your Dream* TV project, which was created for those with a passion for motoring. We test and review an intoxicating mix of cars, bikes, trucks and all things with wheels. Join us on our adventures as we travel around the UK, reviewing, riding and driving some of the biggest, baddest, loudest, hottest and fastest modified cars and street machines. From muscle cars, supercars, motorcycles, hot rods and some of the craziest vintage and classics, and not forgetting we will be attending all different types of motoring events, workshops and detailing kings.

What has been your favourite video you have filmed so far?

Karl: Mine has to be one of our first ones. It was a car that was the craziest and most out there! It was a handbuilt car in a 1934 rat rod, everything felt so wrong but that just made it all so right ;) well worth owning!

James: For me it has to be the knight rider video, it was a dream come true to drive one of my childhood dreams. I had so much fun driving that car and being chased by the American police cars has to be up there in one of my all time favourite driving experiences.

So we can see you are petrol heads so what got you so obsessed with cars?

Karl: I have raced motorbikes since I was 6 years old and continued till I was 32. Then it started to hurt everytime you hit the deck so anything with an engine has appealed to me ever since and having 4 wheels and heating is just the icing on the cake.

James: I've loved motors since I was a kid and it's not just supercars, I like them all even the old rusty buckets... I should know I've had a few. I just love the smells and the sounds of them, when I first saw the door wedge TVR and sound it made driving up the road, I was hooked.

What has been the funniest or strangest test drive you have filmed so far?

For both of us it's not come out yet but it's got to be arriving to a supercar show in Tuk Tuk via McDonald's drive thru.

We do love what you do! Do you like what we do, here at Elite?

James loves the features best of the breast, but what's happened to the daily baby feature? Karl is totally into the tattoo scene so he loves the inked feature.

If you could plan an ideal photoshoot with Elite, what would it be and why?

Karl: It's got to be the craziest lowest ratrods out there with the hottest tattooed girls, then we can have a few supercars and some completely different look girls in the same shoot. Why? just because we can ;)

James: I'd like to create a *Drive Your Dream* and Elite 2018 calendar with 36 of our hottest girls and 12 of the sexiest cars

around. Why you ask? Do you really need to ask me that haha.

Will we see you in a photoshoot with Elite or Wild & Sons soon? Karl: are you asking me? Because I'm available.

James: Yes we have lots of projects that we are working on with Wild and sons and we would love it if Elite was part of the projects. I'm sure there are some crazy fun times to be had!

We see you work closely with Wild & Sons so is there any upcoming collaborations and are you going to be grabbing a spanner and building a car with them soon? Karl: I'm the spanner man out the 2 of us as I build my own custom bikes, whereas James would struggle to know what the spanner does!

But he's very good at giving orders, so while I'm building stuff he can bark some orders and make the tea.

James: Hell yeah we are working on a car at the moment and I can't wait to see how it turns out. All I'm going to say is it's 70's





iconic car and stars in 3 huge movies starring Burt Reynolds.

What would be the ultimate goal?
Karl: To create the ultimate hotrod/biker/tattoo diner with killer milkshakes, as no one gets it right ha!

James: For me it's got to be creating our *Drive Your Dream* rally around the world.



So Karl tell us a little bit more about what it is like driving these cars and becoming recognised by people because of your YouTube videos?
Meeting all the new people is amazing and having these owners trust us with their pride and joy is off the wall. You will see we treat them the same as the owners would. We have got some amazing projects coming up and stuff that's never been done before... so watch this space!



James we think you are the cheeky one of the pair of you two! Tell us what it is like to be one of the funniest YouTube car presenters out there?
I think it's just the cheeky Essex boy that comes out of me. I see things in a funny way, sometimes I find the most stupid of things funny and I can't stop myself from laughing. I'm always up for a laugh, I look at life as trying to keep myself smiling unless I'm broken down on the side of the road and it's raining or if Karl thinks he's funny by taking the piss out of me or my driving.



People would most probably like to see a special long Wild & Sons episode, so will there be one coming by summer? 100% we are planning to do a behind the scenes series along with some wild test drives.



Finally, thanks for your time! But what if people want to reach out to you, what's the best way? You can find us on Youtube/driveyourdreamtv, Instagram driveyourdreamtv and Facebook.







This is one of Wild & Sons customers cars. It's a 1999 Ford Mustang 35th Anniversary edition in black. It's an automatic V6 with aftermarket wheels fitted and a killer sounding exhaust. With it being all black on the outside (and even with a V6 instead of a V8) it's a real head turner and standout looking car.

Model: Indigo
Photography: Victor Wild



HONEST SKIN

This is Emma and she is a 24 year old proud mum of two.

She has always been self conscious about her body even before she had children, but always had an interest in alternative modelling. She found that no magazines or companies wanted someone who had stretch marks or baby weight and as a result, it made her even more conscious about her body and appearance.

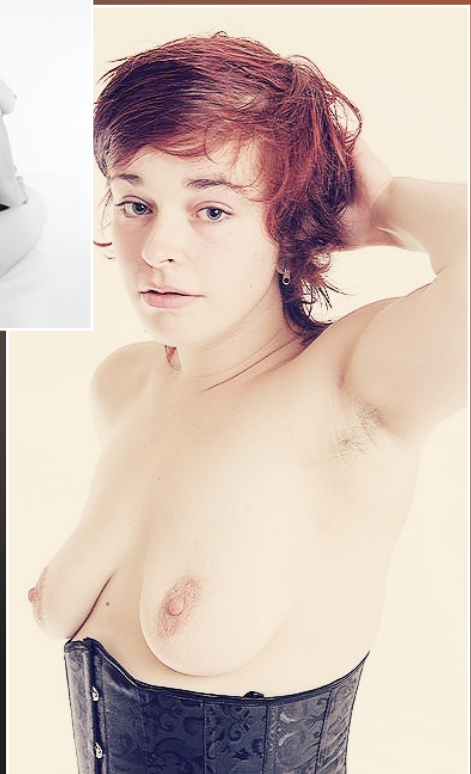
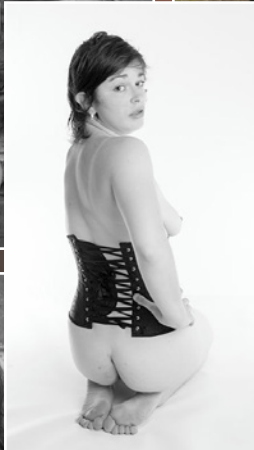
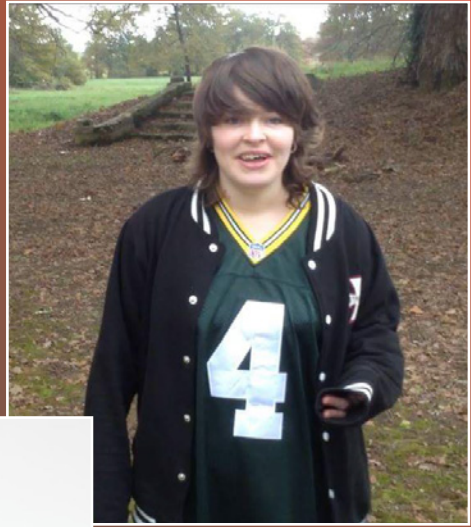
Emma's boyfriend encouraged her to find a photographer and have some photos done, which she did. She felt so much better when there were compliments about her photos flooding in, even though she thought that it didn't look good.

After two years she found Wild & Sons and they got her to do some promotional modelling for them, which was the best opportunity as they didn't mind about her stretchmarks, as they had a different approach and wanted beautiful women who were real and unphotoshopped. Emma said *'that gave me a confidence boost and gave me hope. That is why you are reading this in Elite is because you don't have to feel ashamed about your body even if it isn't what you see as the "perfect" woman on TV. There is no such thing as perfect, so I encourage you if you feel like this, to get in front of a camera and even bare flesh with nudity as you will feel better. If you want to do modelling find companies like Wild & Sons who look for real women to promote items or their company, as you can earn a living and not have to feel self conscious about your body.'*

Emma will be launching an online blog and community website for people wanting to follow in her footsteps. She feels it is important to help people be themselves with their own body. The blog will be coming soon and is called Honest Skin.

Emma before her pregnancy (right)





Emma straight after her twins (top right), rest of images (now)



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OUT THIS MONTH THE BIGGEST RELEASES COMING OUT THIS MONTH

Tekken 7 (PC, PS4)



The latest installment of Namco's seminal fighting game is here, and looks set to be the go-to 3D fighting game for a long time. 8 new characters, brand new character-specific story modes and new gameplay mechanics offer plenty for veterans and newcomers alike to sink their teeth into.

WipeOut Omega Collection (PS4)



This ultra-slick collection combines WipeOut HD, Fury, and PS Vita exclusive 2048 into one neat package with native 4k support. It looks glorious

and plays even better.

Moto GP 17 (PS4, Xbox One, PC)



Superbike enthusiasts are sure to appreciate the hardcore mechanics of Milestones 2017 MotoGP game, which adds a new managerial mode, brand new multiplayer, and will run at 60fps.

ON THE HORIZON GAMES WE'RE LOOKING FORWARD TO

Darksiders 3 (PS4, Xbox One, PC, TBA)



Leaked (and then announced a few hours later), THQ Nordic is working on a continuation of Vigil's Darksiders series. This time we'll be playing as Fury, the third horse(wo)man of the Apocalypse, who can chuck powerful spells around the place.

Sonic Forces (PC, Xbox One, PS4, Switch, out late 2017)



Yes, Sonic is back again, and whilst we're still not entirely sure how Sonic Forces will play, we now know that it will include it's own character creator, much to the delight of the Deviantart community...



AN INTERVIEW WITH MOTION TWIN

Motion Twin is a developer based in Bordeaux, France. Founded in 2000, the studio has developed over 150 free-to-play and browser based games. Motion Twin's first PC title, Dead Cells, has just been released on Steam Early Access. You can see our hands-on preview elsewhere in this issue.

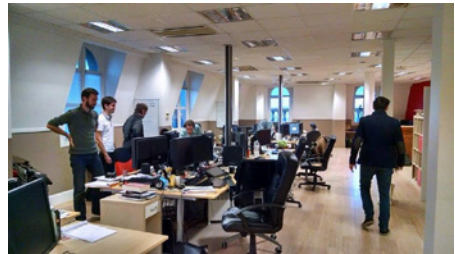
We sat down with the Motion Twin team to ask them some burning questions.

Motion Twin are a little different to most developers, aren't you? Tells us a little about how you work and your approach to game development.

A little yeah, we're a workers cooperative, so that means there is no boss, we're all equal partners, earning the same amount of money and having an equal say in all decisions impacting the company.

This means that everything we do is a very very collaborative process and it also means that the people in the company are usually quite polyvalent. As we're a small team we might have a single artist responsible for the art and animation of a game, who is also expected to have a deep understanding of the technical considerations that his style will require. The same goes for a developer who will be touching everything from servers and back-end stuff to UI, animation and FX, game design, you name it.

This means that whenever we approach a project it's based on what we want to do and what we can do based on our competences. We usually start a project with a very lean team, usually a coder and an artist. That's how Dead Cells began for example, two guys with a mission to build a prototype that can unite the team and get people inspired to work on the project.



Inside the Motion Twin studios.

You've been developers for a long time, but most of your work to date has been web-based and mobile games. Why did you decide to go for a Steam release for Dead Cells?

Well we started out in 2000/2001 making games for web portals, we did quite well and started releasing our own games on our own sites and a lot of people in France know us quite well because of that. We had a few hits, like My Brute and Miniville.

All of that was happening at the beginning of the modern internet and we were some of the first to introduce the idea of Free to Play (F2P) games to the web in France. Having said that it was just a case of being in the right place at the right time. As we gained experience we started making more interesting games and pushing the limits as far as game design and we were again successful with title like DinoRPG and Die2Nite (Hordes). It was this that gave us the freedom to continue and to try new things.

With the rise of mobile we realised (probably too late) that we needed to be in that scene if we wanted to continue to do F2P games. As this was our center

of expertise we tried to move to mobile, we released a few games and some of them were well received. However there is a very specific type of development that exists on mobile. Everything is about metrics and numbers. You basically need a team that is 70% marketing and analytics and 30% development and creative. That's not what we wanted to do.

It was at this point that we realised something had to give. We needed to either do something radical or go full speed ahead on the mobile front. So we said, screw it, let's make a game for us, a hardcore game designed for PC/console and let's all do it and to hell with the consequences. This was a reckless decision, but one that's thankfully paid off.

How did you come up with the idea for Dead Cells?

Dead Cells started out as us trying to do what we did best. It was supposed to be the spiritual successor to Die2Nite. So it was going to be web/mobile F2P and have tower-defense and co-opetition (yes that's right) mechanics. You'd play online with real people and try to defend against waves of zombies doing what you could to stay alive.

The problem was that it looked good non paper but we couldn't make it work. However we liked the universe and the idea, so we turned it into a solo PC/Console tower-defense/action-platformer type thing. Again we really struggled with the Game Design (GD).

At this point a little new blood in the team brought new ideas and eventually culminated in the decision of "screw this let's do a game for us". That was in December 2015. From that moment on we started from scratch, We kept the universe, but we changed the GD completely to a rogue-lite/metroidvania. Well it was more iterative than that, but we really took ownership of the hardcore side of the game.

Then it was an iterative, collaborative process with all the members of the team constantly playing the game, testing games in the same genres talking about them, ironing out wrinkles we didn't like and just going over and over it until we have what you see in front of you.

What are some of the challenges you've had to overcome working on Dead Cells?

Old mentalities. We had 15 years experience doing one thing, that takes a while to get over. It's kind of

pervasive, because it colors all of your instincts without you realising it. So really having to reprogram ourselves.

The next issue would be team size. Steam is a tough market these days. The bar has been set really high and if you want to be able to survive as a studio you really have to be looking at making a top 5-10 game in a certain genre. This means quality, particularly in the mechanics and the art, having one Game Designer and one Art Director who are supposed to do it all... That requires real support from the team and even financial risks in employing new people to take up the slack.

Next and one of the tougher ones is the indifference off gatekeepers. If you work at Sony or Kotaku or whatever, you're looking for the next hit, you see hundreds and hundreds of pitches a year so you're looking for something spectacular, something that stands out. When your pitch is "2D pixel-art rogeVania with souls-lite combat" you get a whole bunch of "meh" in response.

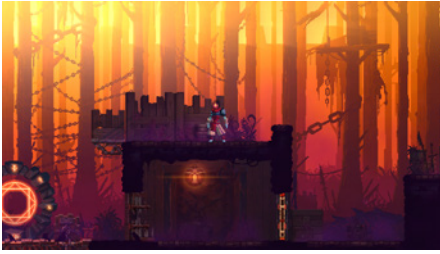
Gatekeepers don't really care about what has worked and anyone trying to take that and make something new with it, they want something new and shiny. So that was a big risk and we knew that from the start. We really had to punch above our weight to make that work

Dead Cells has a really strong pixel art style. Was this the intention from the beginning, or did you experiment with other styles?

No that was the intention from the beginning. We wanted to have the oldskool retro thing going on, but then we also wanted, 3D lighting, modern shaders, fancy FX and particles... So that's what we planned for. Thomas, our Art Director, realised that being alone, animating and doing everything wasn't going to be possible, so we designed a 3D workflow.

All the characters are 3D models rendered in pixel art. This means that if we want to change the feeling of a weapon by changing its timing, we can. Tom just redoes the 3D part and exports the new animation to a sprite sheet, instead of having to start from scratch all over again.

This is what gives us that "wow" effect when you hit the Ramparts for the first time. It's all 3D lighting that we've built from the ground up, iterating over and over until we had something that we really thought was going to make people happy.



Dead Cells is aesthetically stunning.

How long has the game been in development?

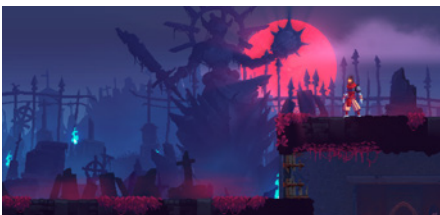
This version about a year and a half. The very initial idea and all of the previous GDs... Maybe since 2014, but that was on and off and we had to start again anyway... So yeah, a year and a half.

How are you finding the Early Access system? Why did you go down this route for the game?

Early Access has been great so far, I mean it's only the beginning, but we're doing well. We basically made sure that we learned from the mistakes of those to go before us and really modeled ourselves on the people that have done it right. So as you can see we didn't push some half baked prototype that looks like an unwiped bum. We really made sure that what we had would stand on it's own as a finished product.

As for why, well it's a rogue-lite, which means that we're going to have a toooooon of balancing to do for starters. Then we want to get ideas from the community for weapons, traps, skills, levels, everything... Next we were pretty sure that we had a solid concept, but we wanted to know 100%. So Early Access allows us to do all of these things, with minimal risk. We can push what we have and test the interest, then work with the community to make it better, or call it a day and walk away.

Fortunately it's worked well and we've got a great community interested to see what we'll do next.



Are there any plans to bring the game to consoles?

Yes. We'd like to bring the game to PS4, XB1 and the Switch. We're currently in discussions with all of them about dev kits and time frames and getting the right balls rolling. Ideally we'll like to do a global PC/Console sim-ship with a 1.0 version, but that's all going to depend on time...

Balancing the sense of progression with the random nature of Roguelikes is a tricky business. How do you go about making sure players feel like they're making progress?

Well we really based ourselves on things that we liked to play. We didn't really like the grindy feel of Rogue Legacy (although I loved the game) so we tried to make sure that each run is a real, "you start with nothing" situation. So hence why you lose your skills and weapons. However we know that just running through the same levels over and over is boring, so that's why we have the system of branches, you can choose your path a bit more and that's something we'll be reinforcing.

Then there's the loot. We want you to feel like you have more choice with each run, even though you're dead, you know that you can now find that electric whip you unlocked, so how's that going to change your run? That's the secret, it's the feedback loop between runs, I've lost everything, but my precious unlocks and actions are still changing my new run.

As a little icing on the cake we randomise the levels. It's quite heavily controlled though. The overall world design stays the same, but the insides of each biome change, but even then we force the inclusion of basic things at interesting moments, caves to explore, speed-run doors, teleporters and secrets. Every time you should have a choice, do I want to race through, or take my time?

Obviously Dead Cells is your current priority, but do you have plans beyond that? Ideas for the next Motion Twin game?

Not really. We've got Badass Inc. A kind of action point and click set in a furry cyberpunk universe that people were liking, so maybe that. But we really haven't started thinking beyond the end of Dead Cells. Besides, with the structure of the team, we need to find something everyone wants to be involved in.



Badass Inc.

What games are you enjoying at the minute?

Personally i'm loving Hollow Knight, I recently finished Hyper Light Drifter (OMG) but I've also just started the Swapper and Oxygen Not Included. I really should take this weekend to play some more...



Hollow Knight by Team Cherry.

If you could bring back any classic game franchise, what would it be?

I'd be down for Tenchu I really loved them back on the PS1. But then I guess that depends what you mean by classic. I'm not that old haha. I'd really like to see some more Zelda-likes for the PC. HLD just got me so stoked on that.



Anyone else want to see a new Tenchu game?





DEAD CELLS

(PC, Early Access)

Perhaps disappointingly, *Dead Cells* is not a game based on the 2000 Papa Roach song. Neither is it a game about *Metal Gear Solid 2*'s special forces unit. But wait, come back! It might actually be better than both of those.

Dead Cells is, in fact, an intriguing indie effort from developer Motion Twin, a studio mostly known for its mobile and browser-based games. It's a heavily stylised *Metroidvania*-esque action platformer, with Roguelike elements and a dash of *Dark Souls* to boot. If that sounds like a lot of influences to throw into the mix, well, it is, but Motion Twin does a great job of balancing them out and turning them into something unique, a 'RogueVania' as it likes to call it.



The art style is gorgeous, and creates a wonderful sense of atmosphere.

You play as a headless warrior who has a glowing orb

for a face, and are let loose into a crumbling castle full of diverging paths and monsters to kill. As you progress, you'll earn money from slaying enemies, collect the titular *Dead Cells* which you can spend on upgrades (if you make it to an NPC at the end of each area) and find powerful weapons and skills. Then you'll die and lose them all and have to start again. All you'll get to keep are any *Cells* that you already spent and whatever upgrades they unlock.

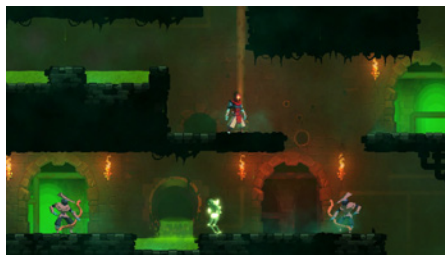


It's a very run-based experience, similar in format to *Rogue Legacy* with its randomised layouts for each area and the ever-present threat of permadeath, with only upgrades persisting between runs. But as with *Rogue Legacy*, each run you do, you get that little bit more powerful, and can progress that little bit further. Where *Dead Cells* differs is with its *Metroidvania* trappings; you'll come across *Runes* that unlock new traversal abilities (like creating vine ladders

or using teleporters) - these Runes are permanent, and unlock new areas of the game world to explore. These ultimately form a network of branching paths, funneling you to key encounters (like boss battles) but providing divergent routes through different regions. With each area having its own unique enemies, hazards, and unlockable blueprints, it pays to mix up your routes and explore the world.



And what a world it is - though lacking in written lore, the character of each location is brought to life by evocative pixel art, further embellished with gorgeous particle and lighting effects - the shower of sparks when you perform an air stomp attack is particularly satisfying - and animations are fluid and weighty. It runs great as well, even on lower end hardware.



Even the obligatory sewer level looks striking.

What makes Dead Cells truly shine, though, is how tight the action and traversal feels. Our beacon-headed hero can double jump and mantle around at a fair old whack, and has a nifty dodge roll that's perfect for getting out of trouble. You can equip two main weapons; various swords and dual daggers sit alongside electric whips, bows and throwing daggers, and your repertoire can be further bolstered with Active skills, which operate on a swift cooldown timer and allow you to hurl fire grenades, set buzzsaw traps, and unleash a hail of daggers. Each weapon and ability feels distinct enough to impact your playstyle, and combat is swift and brutal, demanding memorisation of enemy attack patterns and effective

use of your abilities, especially when dealing with rare Elite enemies. Much like a Souls game, when you die its rarely as a result of the game being unfair - more that you just weren't good enough. That said, things do get notably tougher as you progress through the game, and your chance of success can depend a great deal on what items you find.



Although the game is currently in early access, it's pretty feature complete and bug-free, though the developers are promising to expand the amount of content with new areas, enemies and mechanics. But even without those, Dead Cells offers a lot of content already, and the slick presentation and solid mechanics could easily fool you into thinking this was a final release of the game. Fun, challenging, and rewarding to play, Dead Cells scratches those Metroidvania, Roguelike and Dark Souls itches, all at the same time, and emerges as something altogether unique and special in its own right.



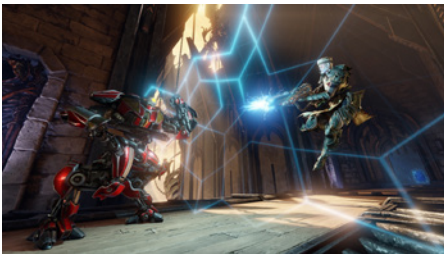


QUAKE CHAMPIONS

(PC, Out 2017)

2016 saw the revival of one of id Software's greatest properties in the form of DOOM. Could 2017 be the revival of Quake?

Quake Champions would like to think so. An intriguing blend of Quake 3's classic arena deathmatch and Overwatch's character-based action, Champions is definitely a game that wants to rekindle the heyday of the series, whilst at the same time conforming to modern conventions.



Robo dude Clutch has a pretty sick shield ability that makes him tough to kill.

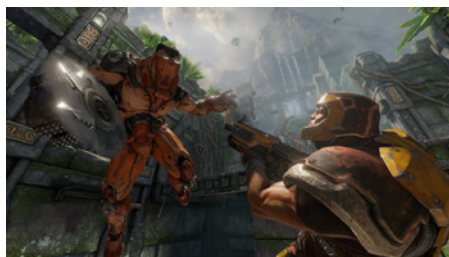
Moment to moment, the gameplay is mostly classic Quake. Blisteringly fast movement, chunky weapons,

tightly packed arenas and a plethora of pickups characterise the matches, and you'll be grabbing new weapons, camping Quad Damage spawn points and scurrying for every single health and armour pickup you can find. Stalwart Quake firearms are present and correct - everything from the nailgun to the rocket launcher and railgun returns - and as you'd expect, they pack a fair punch, so combat is swift. There's a neat announcer feature that gives a countdown to when the Quad Damage will spawn, ensuring everyone makes a beeline for it when it's about to appear and naturally creating a bit of a focal point for matches, preventing them from slowing down and rewarding players that don't try to turtle away somewhere.



Mixing things up is the character system. There are 9 Champions, each of which has different starting and maximum armour and health values, movement speed, and two abilities - one passive, one active. Some characters are recognisable from earlier Quake titles - the Quake Ranger returns from the first game, and he's joined by Quake III: Arena's Sorlag, Anarki, and Slash, along with a few newcomers. Walking eyeball Orbb is, sadly, nowhere to be seen.

The health and armour differences are small enough to feel relatively meaningless in moment-to-moment action, especially when characters are buffed with extra health and armour pickups, but the abilities make for some pretty divergent tactics and play styles. Ranger, for example, can hurl an energy orb at an opponent. If it hits them, it inflicts heavy damage; if it doesn't, he can teleport to it instead, enabling him to teleport behind enemies. Lizardgirl Sorlag belches out a stream of acid, inflicting damage over time on any opponents hit by the acid and also leaving a damaging area of effect on the ground; perfect for booby-trapping items. Lumbering mountain Scalebearer picks up speed as he runs, inflicting damage on people he dashes past at top speed.

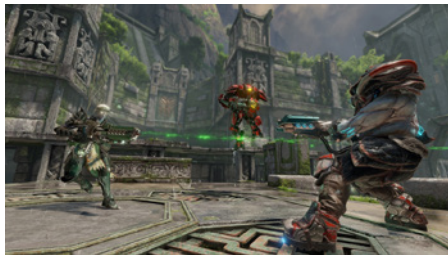


Yes, that is the Quake Ranger, back again.

As for how Quake Champions will be monetised - the base game will be free to play, but you'll only have full access to Ranger as a character unless you pony up some real money (or rent characters with in-game currency). You'll also be able to buy loot packs with both real money and in-game cash, and Bethesda is keen to stress that you don't have to spend any money in order to enjoy the game.

Characters don't level up or gain abilities with experience. Instead there's a For Honor style cosmetic system in place; leveling your account up gains you a loot box which contains random cosmetic upgrades, from colour schemes to armour segments. These

can only be applied if you own a character, but do allow for some pretty extensive customisation. That said, the characters aren't exactly the most engaging bunch; the designs are fine visually but they don't come across as especially strong. It's hard to imagine them finding any traction outside the game itself, unlike Overwatch's gaggle of characterful heroes.



It's possible Clutch is stepping onto a green tightrope... or it could be a laser.

The sparsity of game modes is Quake Champion's weakest link at present, but there's plenty of time before it comes out of beta for this to be expanded upon. Currently games are limited to Deathmatch, Team Deathmatch, and Duel, an intriguing 1-on-1 mode where each player takes three characters into the fray and has to defeat the other player's team. This mode brings the character differences to the forefront, but it's not for everyone. There's also the newly added Sacrifice, a 4-on-4 game mode with objective points to dominate.

Elsewhere, everything about Quake Champions is solid, if sometimes unspectacular. The matchmaking is fairly swift and effective (with a few caveats), the net code is stable and robust, and there's a sense that everything 'just works' as it is, impressive for a game still in beta. The character models look good and animate well, though the stage designs are a little bland and lack the artistic touches that would really make them stand out - they function just fine as levels, they just aren't very memorable, and there are currently only three of them in the game, shared across game modes.

But it's how it feels that will determine Champions' success and its status amongst the wider Quake community - free-to-play Quake Live still has thousands of active players - and in this regard, Champions excels. Even with the new character traits, this still feels like Quake.

E3 FAILS

Over the years, the Electronic Entertainment Expo (or E3 for short) has been the source of some of the biggest stories in the videogame world. It's where Nintendo unveiled the Wii. It's where Sony pulled back the curtain on the PS4, and the PS4 Pro. It's where Microsoft set out its vision for the Xbox One.

But it's been host to as many baffling, WTF moments as it has genuine revelations. So here are Elite Online Mag's picks of the biggest E3 fails, missteps, and bizarre events over the years.

10. Bam, there it is

Microsoft, 2009



How not to demonstrate your new tech.

It's 2009, and the gaming industry has gone motion control crazy. Nintendo's Wii is at its peak, Sony has its Move accessory, and Microsoft is revealing what would become Kinect to the world. One of Kinect's lead developers, Kudo Tsunoda, takes to the stage to give a live demonstration of its capabilities.

And breaks it. In an attempt to answer a question nobody asked - "wanna see what the bottom of an avatars shoe looks like?" - Kudo raised his leg to make his Kinect-animated onscreen Avatar do the same. This evidently confuses the Kinect's body recognition software and causes the Avatar to... well... flip out, basically. It was a hilariously inept way of demonstrating Kinect's functionality, and aRANDOM TEXTTTT

9. Giant Enemy Crab

Sony, 2006



Giant Enemy Crab!

There are many memorable highlights from Sony's remarkably awful 2006 Press Conference, but the Genji: Days of the Blade section is amongst the best. After declaring that the game is based on 'real historical battles from ancient Japan', the nonchalant producer calmly shows us one of the game's bosses, who just happens to be a very historically accurate giant enemy crab.... Which you can flip over onto its back for massive damage.

The presentation was also notable for the next-gen features of the game, such as 'real time weapon change.' Yup, apparently nobody had seen that before 2006.

8. My Body is Ready

Nintendo 2007,



Reggie's body is always ready.

Reggie Fills-Aime has been at the forefront of Nintendo's public events for years now, and is generally a bit of a good egg. But that hasn't prevented him from having a few gaffes of his own over the years, most notably at Nintendo's 2007 Press Conference when, whilst demonstrating the Wii Fit, he uttered the immortal words "My body is ready."

Reggie would later come to own the gaffe though, declaring in 2012 that his “body is always ready” when demonstrating the new Wii Fit U. Well played.

7. Riiiiidge Racer

Sony, 2006

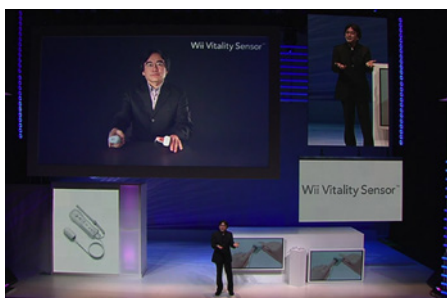


Kaz can't even bring himself to look excited about Riiiiidge Racer.

Another howler from Sony's 2006 fiasco, which saw Kaz Hirai doing his best to drum up interest from an indifferent crowd. Turning the focus on the portable PSP, then in its peak, seemed like a smart move, and showing off a new Ridge Racer game seemed like a smart way to do it. But despite Kaz's increasingly enthusiastic shouts of the game's title- “it's Ridge Racer! Riiiiiiiiidge Racer!” - the crowd could only manage a single ‘whoop’. Kaz also managed to drop the PSP as well.

6. Wii Vitality Sensor

Nintendo, 2009



This is as much excitement as Nintendo could muster for the Vitality Sensor.

Nintendo threw a curve ball at the E3 crowd when it announced the Wii Vitality Sensor at its E3 2009 Press Conference, telling the audience of a new device that would plug into a Wii remote and could read the user's pulse and heart rate, for... reasons. For more reasons, Satoru Iwata elected not to demonstrate the device, or even tell the audience what uses he had in mind for it.

In 2013 Nintendo finally bit the bullet and admitted that it had canceled the peripheral, citing that it was “of narrower application than we had originally thought.”

5. Xbox One Reveal - all of it

Microsoft, 2013



Don Mattrick, who now works for Farmville creators Zynga.

Where to begin with Microsoft's disastrous reveal at E3 2013 of its brand new Xbox One console? Whether fueled by the hubris of success imparted by the Xbox 360 or just in a world of its own, the company dropped bombshell after bombshell when it unveiled the Xbox One. Mandatory Kinect features. TV passthrough. Controllers that still require AA batteries. But most damningly of all, the DRM fiasco. Microsoft envisioned a world in which we no longer owned games, but were merely granted a license to play them, and preowned games would require an activation fee. Oh, and there was the steep asking price of the console itself.

4. James Cameron's Avatar

Ubisoft, 2009



Cameron forgot the key principal of film directing: Show, don't tell.

Having confidence in your work is admirable, but Ubisoft and James Cameron took this to new extremes at the company's 2009 Press Conference.

Cameron took to the stage to wax lyrical about his new film, Avatar, and the video game adaptation Ubisoft was working on.

So confident were they in the magical new world they had created, they neglected to show a single video of it on the stage. Or screenshot. Or anything, in fact. Instead we got James Cameron standing and talking to the audience for half an hour with nothing but a logo behind him.

3. You will be sucked

Konami, 2010



Extreeeeeme.

There are few words that can describe the train wreck of Konami's 2010 Press Conference, where the publisher, in its wisdom, decided to put its lead developers out on the E3 stage, and make them speak in English, or at least English. The result was one of the most surreal experiences ever - there are various highlight reels, but I highly recommend watching the full conference to get a full sense of how bizarre the entire thing was. Particular highlights included a developer giving another speaker a death stare over his shoulder, the most lifeless on-stage dancing ever, and Ninety-Nine Nights director Tak Fuji declaring that if you press X X X Y Y Y, "you will be sucked." Promises promises, Fuji-san.

2. It's called... Wii U

Nintendo, 2011



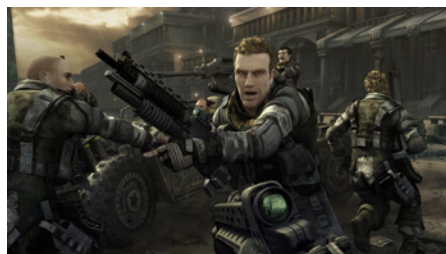
It doesn't sound any less silly no matter how many times you repeat it.

The Wii had been a rampant success for Nintendo, so when the company took to the stage at E3 2011 to unveil its new console, expectations were high. The initial demonstration videos were promising - but it all went downhill from there, starting with Reggie's reveal of the name: Wii U. Nintendo were on rocky ground already; was this an expansion to the Wii? A peripheral? Was it just a controller? A tablet? Were there any actual games? None of Nintendo's messaging around the reveal made a lot of sense, and the confusion only grew as time went by, the company unable to define what the Wii U was actually all about and why anyone would buy it. Consequently, not many people did.

1. Killzone 2

Sony, 2005

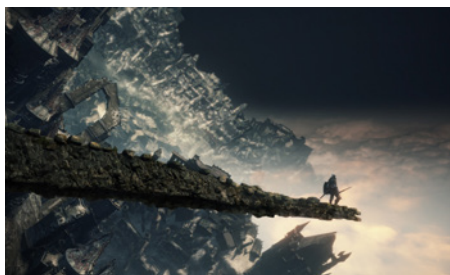
How to treat your audience like idiots 101. At E3 2005 Sony came on stage to announce Killzone 2, coupled with an impossibly good looking video which host Jack Tretton confirmed to the audience was running on PS3 hardware. Only, it wasn't. The footage was a 'target render' produced by Guerilla Games, intended as a visual guide for the developers of what they were aiming for, with a best-guess at what the PS3's hardware would be capable of. Whilst the finished game did look great, it certainly didn't look like the Target Render, which is why we've come to be very wary of anything purporting to be a gameplay trailer nowadays.



Remember Killzone 2? It didn't look like this.

MINI REVIEWS JUNE

Dark Souls III: The Ringed City DLC (PS4, Xbox One, PC, Out Now)



The Ringed City is the final Dark Souls III expansion, and brings with a gorgeous setting, fiendish new creatures to face and bosses to battle. The four boss battles are the highlight, but the linear route and overly punishing difficulty does rob the series' conclusion of some of its appeal. But still, it's more Dark Souls, and that is rarely a bad thing. **8/10**

Vanquish (PC, Out Now)



Another Sega / Platinum Games PC re-release, this time it's Shinji Mikami's rocket-powered Gears of War, Vanquish. It's not the longest game in the world, but it's incredibly good fun while it lasts, and the score-based mechanics offer plenty of replay value. **8/10**

Guilty Gear Xrd Revelator 2 (PS4, PC, Out now)



Not just a contender for oddest named Fighting game this year, GGXR2 arrives as a standalone game and DLC update for the previous game. Two new characters join the fray, along with new story modes. It looks incredible - the 3D character models look and move like classic Guilty Gear sprites, and it plays like the technical, fast-paced fighter that Arc System Works is known for. **9/10**

Rating System

We give games a score out of 10, with 0 being impossibly bad and 10 being practically perfect. Here's what the ratings mean.

0 = Impossibly bad. No game should ever be this terrible.

1 = Awful. Games that score 1 should be avoided at all costs.

2 = Really Terrible. A bad game that might just qualify as so-bad-it's-good.

3 = Pretty Poor. It might not be absolutely terrible, but there's not much to like about this game.

4 = Flawed. Major problems really detract from the game.

5 = Mediocre. Nothing majorly wrong with the game, but nothing to write home about either.

6 = Not bad! A decent game that's held back by some issues.

7 = Good. A solid example of its genre, though it might not be for everyone.

8 = Great. A highly entertaining game with lots to offer, even if it's not normally your sort of game.

9 = Truly excellent. A spectacular game that everyone should play.

10 = Practically Perfect. Games that score a 10/10 might not be completely flawless, but they're pretty damn close. They earn our ELITE badge of honour.



THE LEGEND OF ZELDA: BREATH OF THE WILD

(Switch, Out Now)

Take a deep breath. And another. You'll need it before embarking on this adventure.

The Legend of Zelda: Breath of the Wild might be one of the biggest games ever made. It's sense of scale is, quite literally, breathtaking; from the moment Link emerges from his hundred-year slumber and emerges into the world, all of Hyrule sprawling out before him, to every new pinnacle reached and tower climbed, the world of Nintendo's latest Zelda title never fails to impress.



We've seen vast worlds before, of course, but there's an artistry at work here that few can rival. Every hill, every ruined tower, every peak brings with it carefully crafted

views that feel at once too artistic to be real, yet too detailed to be mere creation. There's a joy to exploring this new Hyrule quite beyond the usual Zelda fare; yes, it's packed with things to discover and creatures to battle, but the exploration aspect of a Zelda title is usually a means to an end, a necessity on the way to defeating Ganon and completing the game. Here, the exploration is a reward in and of itself (in fact, you can pretty much go straight to the final boss the minute you're let loose into the world).



That's not to say that Link's interactions with this world are in any way lacking, however. Our hero has a more diverse array of skills than he has ever had: not only can he dash around on foot or on horseback, he can climb

pretty much any surface, paraglide off tall mountains, swim across lakes, and even fast travel to important locations. An ever-present Stamina meter adds a survival element to these; run out of stamina whilst climbing and Link will fall, often to his death. Do the same whilst swimming and he'll drown. Combine these with temperature and weather effects, a surprisingly deep cooking / potion brewing system, and weapons with limited durability and you soon begin to realise that Breath of the Wild can be a punishing experience for the unprepared.

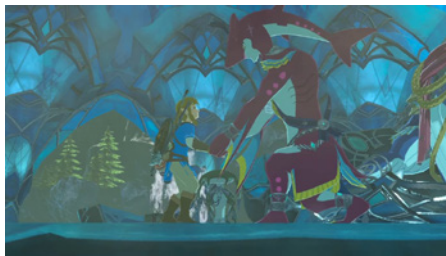
Combat can be equally punishing. The open nature of the game makes it easy to explore places where you probably shouldn't yet be, and encounter enemies you probably shouldn't be fighting. Some foes can insta-kill you with one hit, though as is typical with Zelda titles, enemy attacks are usually well choreographed, enabling you to react and respond to them if you're thinking about what you're doing. It's quite feasible for a player without any upgrades to take on a powerful enemy like a Lyonel and survive - though not particularly recommended. This does give an unusual sense of danger to the world, which can seem harsh but generous checkpointing mitigates any frustration. That said, combat can feel a bit stiff at times, with dodging and sidesteps tethered to a not-always-reliable target locking system. There's also the fact that your weapons break very easily, often after a handful of attacks - it's not as bad as it sounds as this does force you to experiment with other weapon types, but it can be a cause of frustration.



The inventory system - often a downfall of Zelda titles - is likewise rather clumsier than it needs to be, with limited slots for weapons and shields quickly filling up, but no quick way to discard current equipment without going into the inventory manually before you can pick up a new weapon. Cooking is similarly clunky; you can select a few items to 'hold' from your inventory screen, then drop them into a cooking pot, but given

the importance of cooked recipes it would have made more sense to have a dedicated cooking interface, and maybe a menu of learned recipes.

What makes the clunky inventory stand out is that everywhere else the game is so polished. The various systems running the world and the abilities and powers Link possesses segue together so well they feel like a natural fit for one another, even down to the unique way the game handles mapmaking (you have to tag your own locations on the map with stamps). The rune powers Link has access to - bombs, magnesis, freeze and stasis - all have their own clear uses in the puzzle-based Shrines, but can be applied liberally to encounters in the open world as well. Crushing a bunch of moblins with a hunk of metal dropped from high above, before they've even seen you, never gets old.



When you're not abusing your powers to blow up Ganon's minions, you'll be using them in the 100+ Shrines hidden around the game world. Each Shrine is like a mini Portal level, often with their own unique mechanics to contend with. They're nothing to the main dungeons though, which are sprawling, intricate affairs up there with some of the finest the series has to offer, even if the boss fights aren't always as good.

What makes Breath of the Wild so impressive is that it manages to combine a string of influences into one cohesive whole, and yet still feel like a Zelda game - even if it doesn't always play like one, or at least not one many modern gamers will recognise. If anything, Breath of the Wild owes much of its ideas to the classic NES and SNES Zelda games, divesting itself of the guidance-heavy gameplay that characterised much of Ocarina of Time and Skyward Sword and opting instead for something much more open, in keeping with its challenging roots. A fitting full circle for the 31 year old series, then, and a game that is likely to be every bit as important now as the Legend of Zelda was in 1986. [10/10](#)



RISING STORM 2: VIETNAM

(PC, Out Now)

Rising Storm 2: Vietnam is the follow up to the popular Rising Storm stand-alone expansion to Red Orchestra 2: Heroes of Stalingrad. With us so far? Excellent. Rising Storm 2 moves the action away from the Pacific theatre of World War 2 however, and focuses instead on the conflict in Vietnam in the 70s. Developed by Antimatter Games and Tripwire Interactive, the game is a first person tactical shooter, with the maps based off real battles from the war and all the guns and weapons in the game are historically accurate.

This particular title crept up on me in a way that is incredibly rare for a game of its type. It was not until release day that I even heard anything about it, and after a quick look at the Steam page for info on the game it was quickly downloaded and I readied myself for a taste of 'Nam.



I love the smell of - oh, you know what I'm gonna say.

First thing you'll notice is that Antimatter games really nailed the soundtrack. The moment you are loaded

into the main menu you are greeted with scored music that feels indicative of the era, that anyone whose ever watched a film about Vietnam will recognise. This is a huge bonus, as it adds to the essence of the game and reminds you instantly both visually and audibly of the setting and world you will be playing in.

Graphically there are prettier games out there, no question but as this is not a AAA release it still looks fantastic. I was consistently hitting a 45-60 fps framerate and when you factor in the size of the map, and the fact you have 63 other players this is pretty impressive. Even more impressive are the physics and animations; a shot to someones head as they sprint through a rice field will see them realistically rag doll to the floor mid run. I have yet to see a single flying body or graphical glitch in the time I have racked up so far, again for a day of release play session this is almost unheard of in todays gaming market.



War. It's FAN-TASTIC.

Don't go in expecting to pick up this game and become Rambo. The action is punishing, bullet damage is realistic and you can (and will frequently) die to a single bullet fired by someone you never saw. To start with this was infuriating as I was playing on the area control game mode (here called Supremacy). Essentially this is the same as Conquest in Battlefield 1; while playing this mode the randomness of firefights and the lack of any real frontline did not play to the games realism. It made everything chaotic and I came close to launching my keyboard across the room.

However once I changed server and played the Territories mode the game changed and I fell in love. This is an objective-based team mode, with a defending team defending points that when lost shift back to the next line of defences. It feels like you're in a 'Nam film and with the Commander of either side able to call in reinforcements and Napalm strikes it can become incredibly cinematic.



Not sure if bullet holes or bird crap.

Where this game really sets itself apart is the inclusion of the Commander role; this member of your team is key to success. They are able to set landing zones for Huey Helicopters and spawn reinforcements at will. They can also call in reconnaissance assets which allows the boots on the ground to use their tactical map to have a better understanding of the battle. They can also mark targets for artillery barrages and Napalm, both of which are epic.

For communications the game includes a fully simulated radio system that leaders can dial across multiple channels to issue orders to the entire team or to individual squads. Following those orders is often key to your side winning or losing, though fake radio voices are thankfully optional.



Gooooood Mooooorning Vietnam.

Overall the game is a breath of fresh air in the first person shooter world that is often flooded with fantastical settings, and seems to be following the trend set by Battlefield 1 of games returning to historic conflicts. With the next Call of Duty already announced as set in World War Two, this new trend seems here to stay, and can only be a good thing in my book.

Rising Storm 2: Vietnam boasts great but hard gameplay, good graphics and a well realised setting.

8/10 Reviewed by: Callum Walker



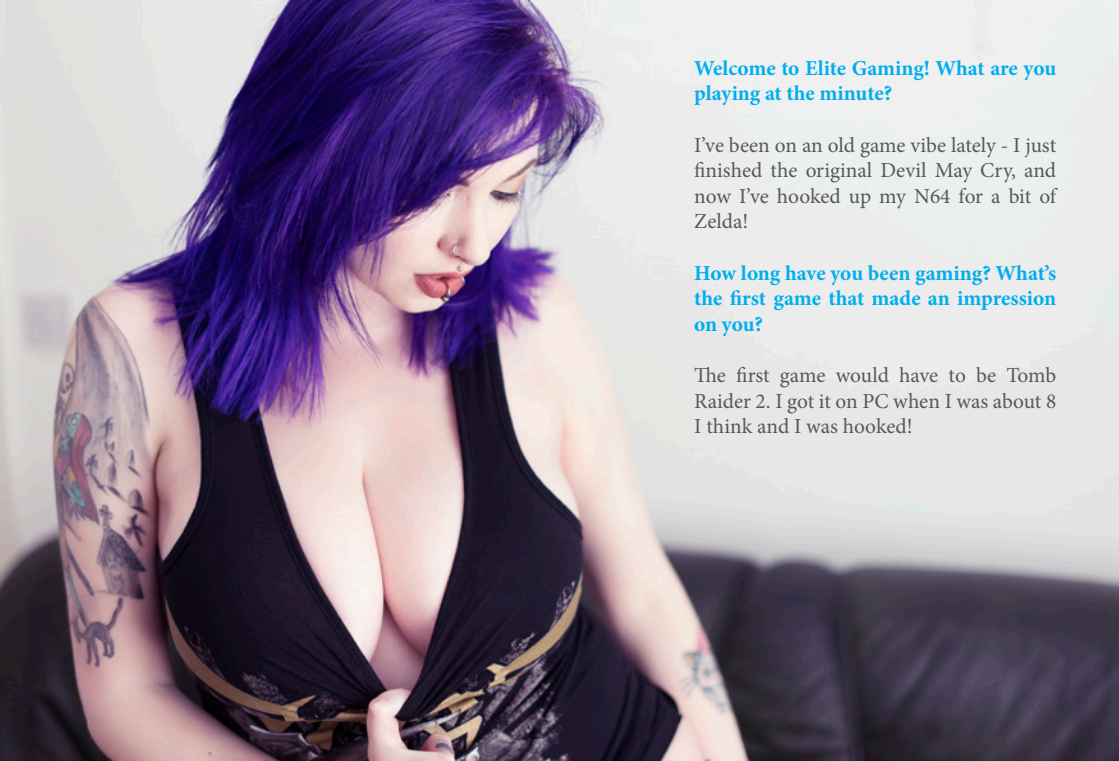
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Photographer: Laughing Orc





Welcome to Elite Gaming! What are you playing at the minute?

I've been on an old game vibe lately - I just finished the original Devil May Cry, and now I've hooked up my N64 for a bit of Zelda!

How long have you been gaming? What's the first game that made an impression on you?

The first game would have to be Tomb Raider 2. I got it on PC when I was about 8 I think and I was hooked!

PHOTOGRAPHER: LAUGHING ORC



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NAYRU GAMER GIRL

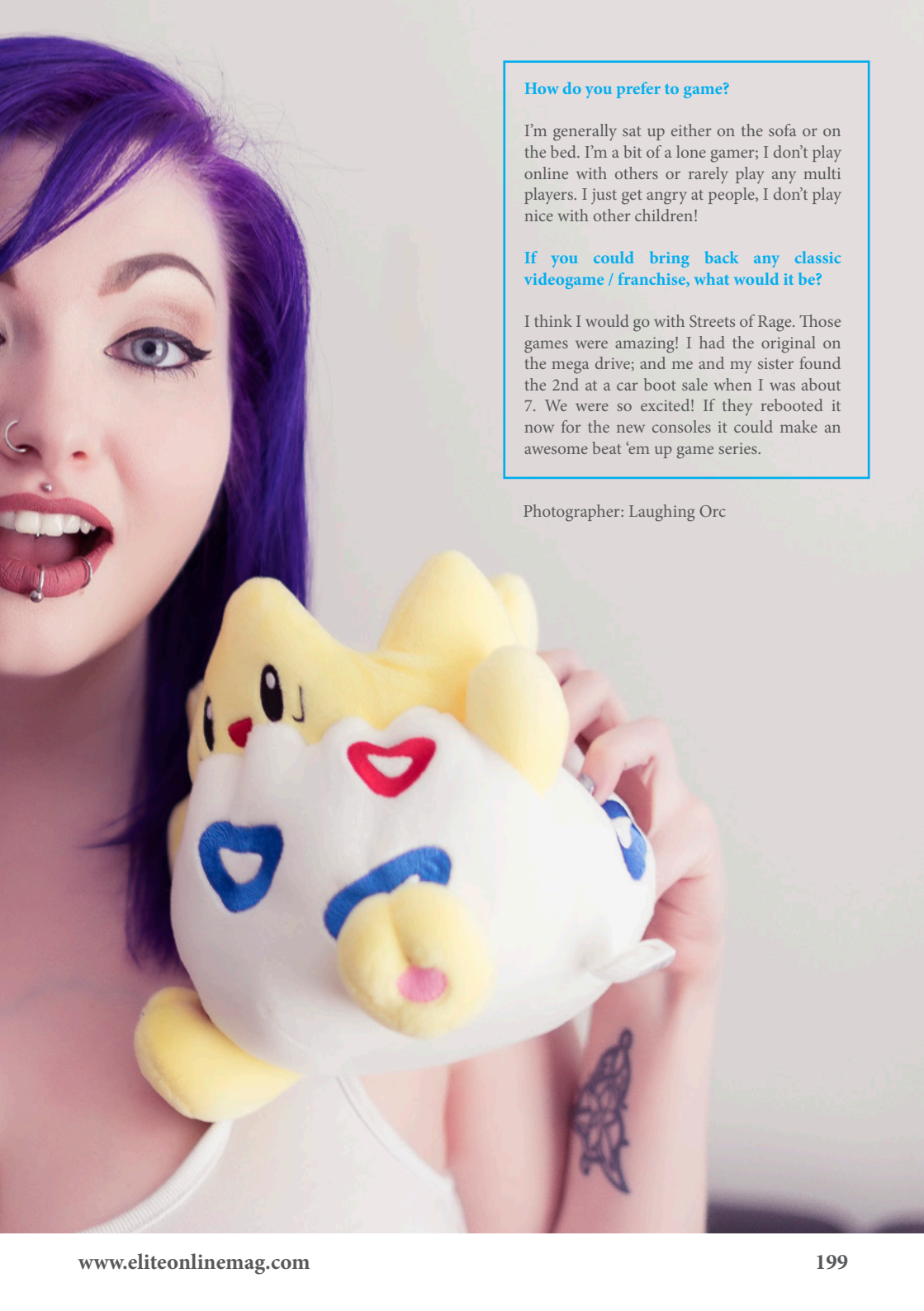
What's your platform of choice?

I would say PlayStation. I've had every Nintendo console purely because of Zelda; I'll always get whatever console the new games come out on; but I was never actually keen on the Wii or Wii U as consoles. I do have a 360 as well, but my heart belongs to Sony!









How do you prefer to game?

I'm generally sat up either on the sofa or on the bed. I'm a bit of a lone gamer; I don't play online with others or rarely play any multi players. I just get angry at people, I don't play nice with other children!

If you could bring back any classic videogame / franchise, what would it be?

I think I would go with Streets of Rage. Those games were amazing! I had the original on the mega drive; and me and my sister found the 2nd at a car boot sale when I was about 7. We were so excited! If they rebooted it now for the new consoles it could make an awesome beat 'em up game series.

Photographer: Laughing Orc



You can make any one video game character real for a day. Who would you choose and what would you do with them?

Lara Croft. And I'd touch her boobs. Just kidding! I think Manny Calavera from Grim Fandango. I would bitch about life and find out what bad things in life will ruin your chances of eternal rest when you die. And find out what he did that was so bad to be stuck in the Land of the Dead! If you've played it, you'll know what I'm talking about.

Describe your perfect game.

Let's see. I love fantasy, so there would be classic fantasy elements. Magic, creatures etc. Create your own character, open world, RPG style. With dark themes, but not afraid to take a light twist on it. Some fighting, some puzzle/problem solving. Side quests and main quests. Just mix up Elder Scrolls, Zelda and Devil May Cry.

QUICK-FIRE DECISIONS!

Sonic or Mario? Sonic

Mass Effect or Final Fantasy? Final Fantasy

Grand Theft Auto or Saints Row? Grand Theft Auto

Single player or Multiplayer? Single Player

Lara Croft or Nathan Drake? Lara Croft

Co-Op or Versus? Versus

Street Fighter or Mortal Kombat? Street Fighter

Call of Duty or Battlefield? Neither, not my kind of game!

Forza or Gran Turismo? Not my kind of game either! I'm less about driving games and shoot 'em ups and more into games with story and depth and a bit of fantasy.





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